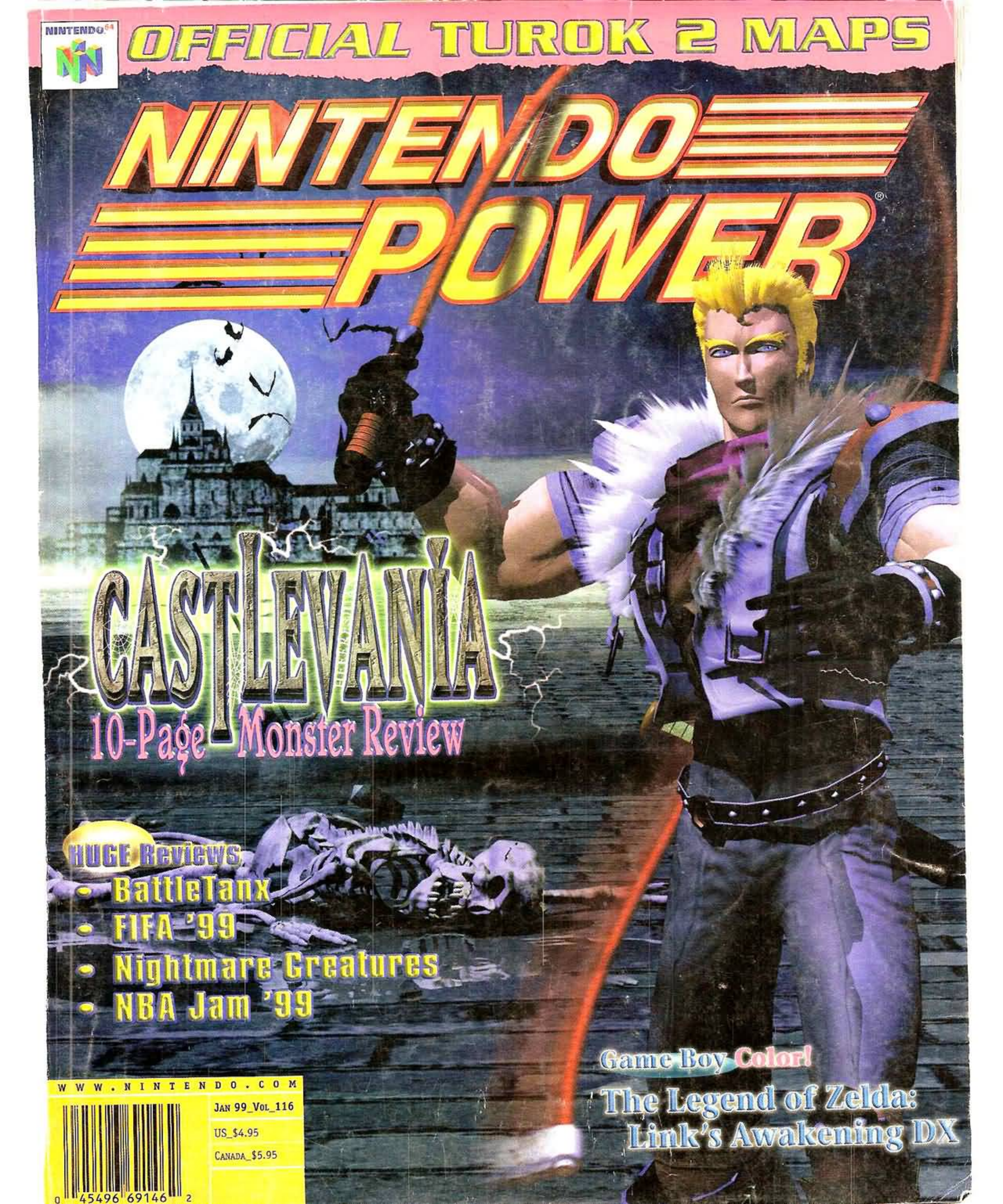

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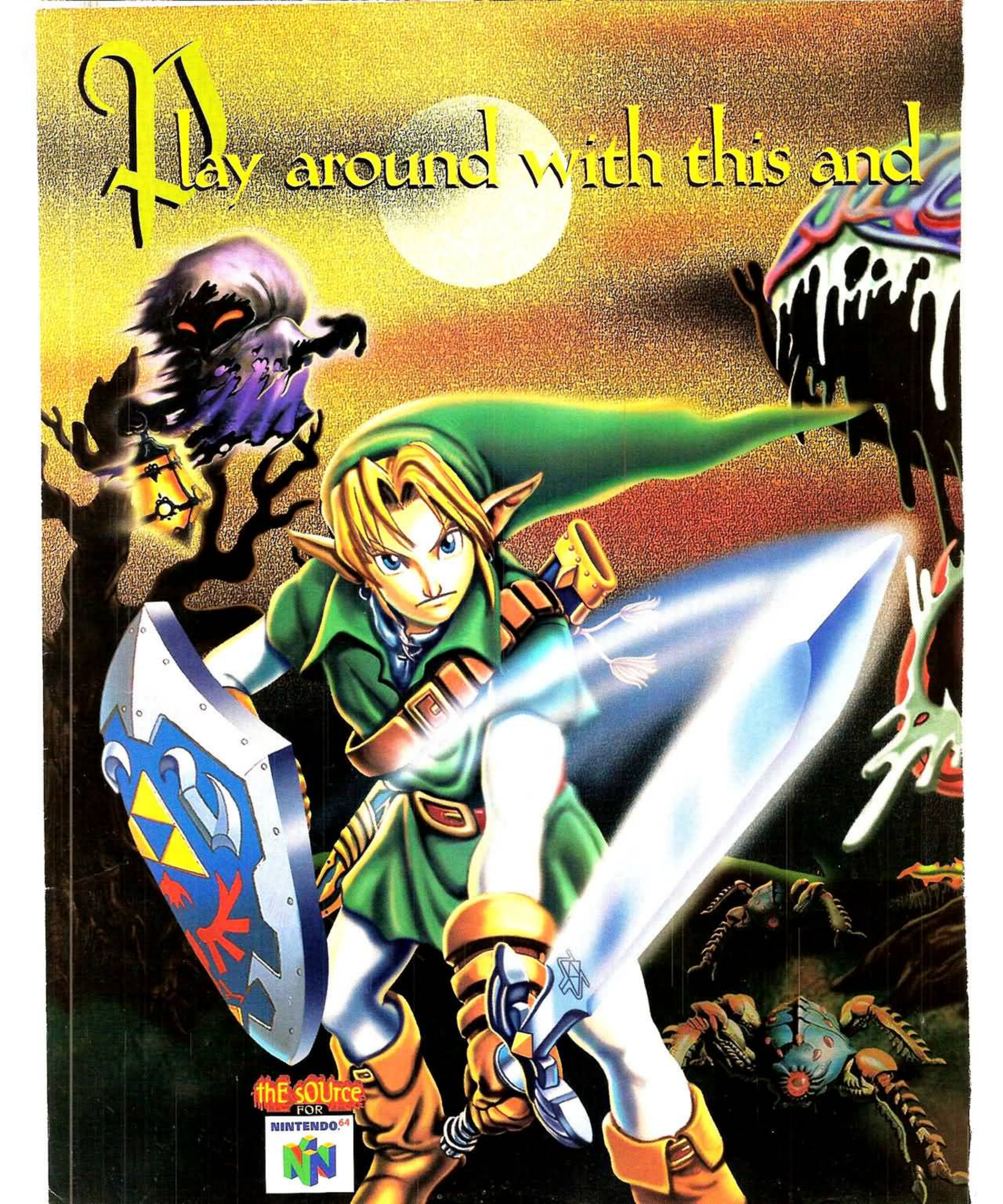


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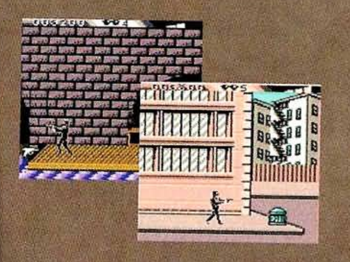
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G.A.T. ...er's Aptitude Test

Name: Jay Boor

You have 15 minutes to complete this section. When you are finished, put down your pencil and proceed to your nearest Game Boy Color retailer.

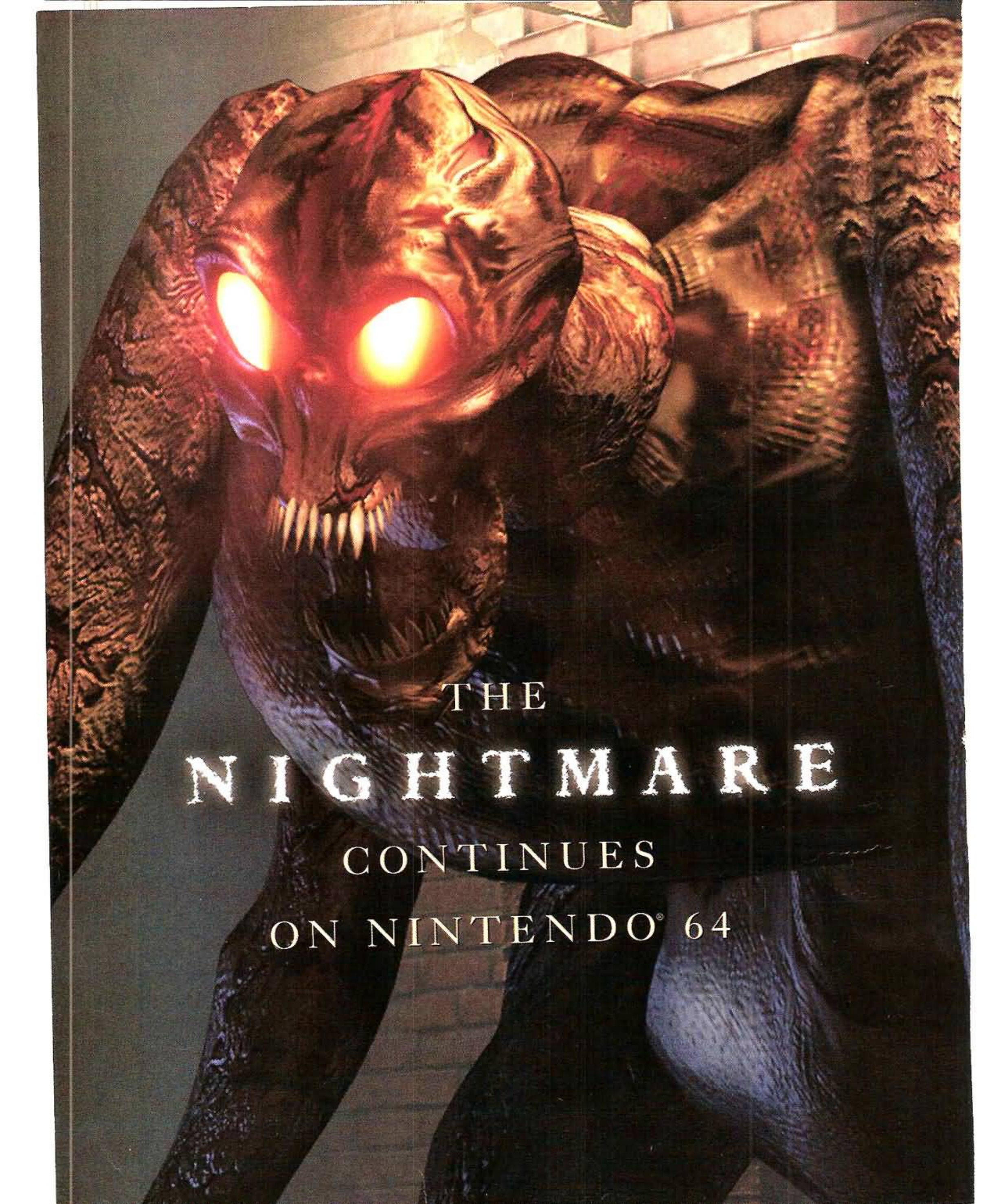
1) What's green, likes to climb walls, watches too much TV and can't wait to gobble up flies?
a. your little brother
b. your evil baby sitter
c. your favorite lizard hero GEX™

2) As secret MIB™ agent 'J,' you want to:
a. neuralyze your math teacher
b. get off this stinking planet
c. protect planet Earth from the scum of the universe

3) When lost in the jungles of South America, what would Pitfall Harry Jr.™ do?
a. He'll cry and ask for mommy.
b. He would get out his cell phone, G.
c. He grabs his pickaxe and saves the Moku people from the Evil Scourge

4) Which of these titles are NOW AVAILABLE on the GAME BOY COLOR?
☐ **a) Men in Black: The Series**
☐ **b) GEX: Enter the Gecko**
☐ **c) Pitfall: Beyond the Jungle™**
☐ **d) ALL OF THE ABOVE!!**

STOP


THE
NIGHTMARE
CONTINUES
ON NINTENDO® 64

BattleTanx



Beware: Tempers can go thermonuclear in this fierce tank tour through a war-ravaged America, so be sure to study our maps and battle plans before venturing into the vicious world of BattleTanx, from 3DO.

Page 40

Turok 2



A trenchcoat-wearing agent who mumbled something about "Iguana" passed us an envelope marked "Top Secret." Inside, we were delighted to find exclusive maps—and had we to blow the lid on these treasures this month.

Page 48

The Legend of Zelda: Link's Awakening DX



Zelda fever is everywhere, and this month it infects Game Boy Color in the form of Link's Awakening DX. Our strategy not only reveals the whereabouts of the new dungeon, but what you'll discover within!

Page 100

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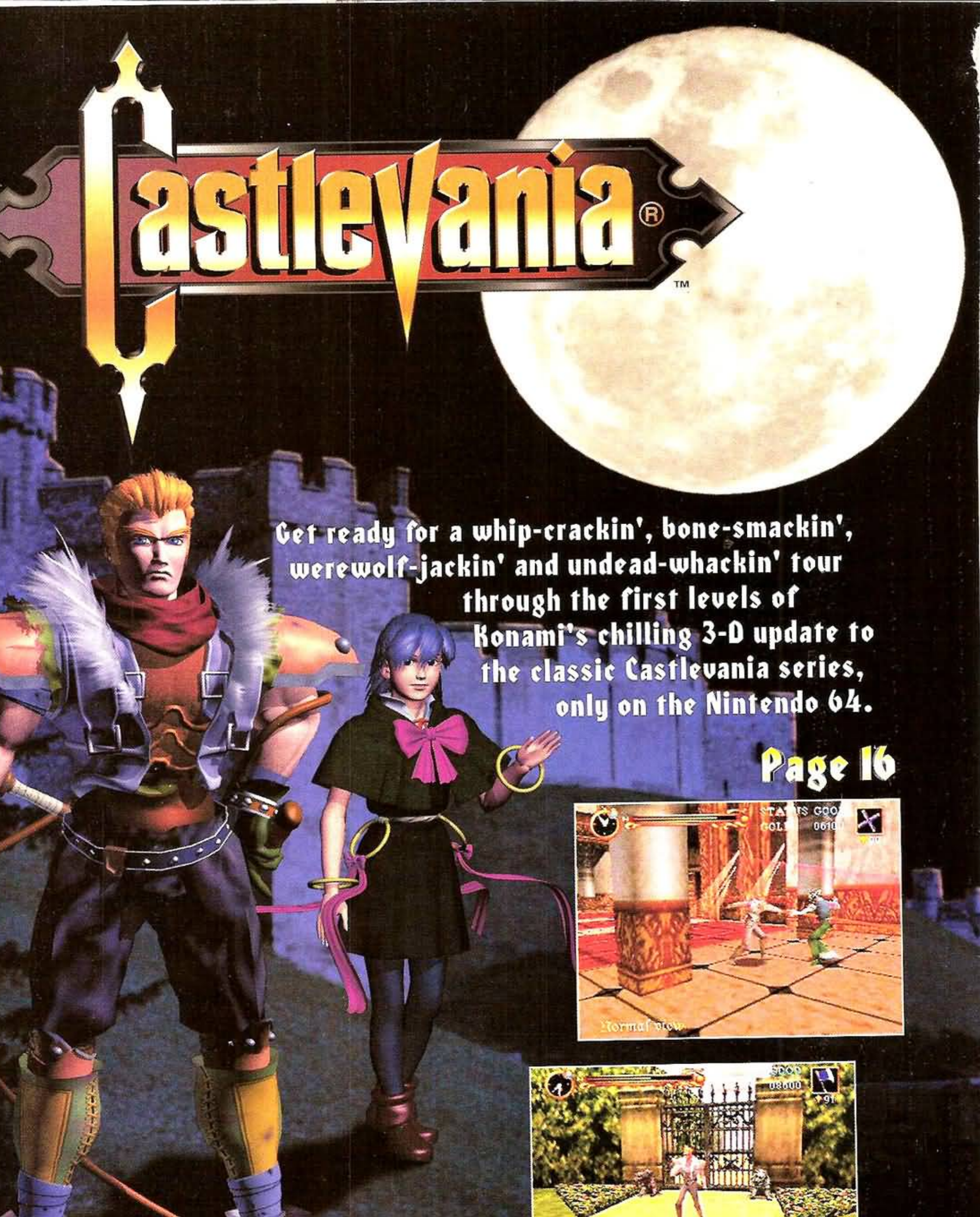
Volume 116 • January 1999

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Page 16
Normal view

the Game Link, you'll need to insert a Game Pak into each Game Boy you're using.

As Seen on TV

When were you going to tell us about the Donkey Kong Country TV show on the FOX Family Channel? I just happened to find it while flipping through the TV listings.

Alfred Sterphone, III
Califon, New Jersey

Sorry, we just got caught up in the Pokémon TV series. If you check your local listings, you'll be able to find the show times for Donkey Kong Country, a computer-generated cartoon, as well as the live-action Mortal Kombat series.

Ad It Up

In every issue, you supply Nintendo fans with the most information about the world of Nintendo. In the last couple of issues you have gradually put in more advertisements. I like them. With advertisements, the magazine gives more information on games and upcoming releases. Best of all, there aren't fewer articles since the ads are adding pages, rather than replacing pages. Thank you, and keep the advertisements coming.

Neil Schedeneck
Via the Internet

We'll Be There for You

I was watching the TV show *Friends* when I noticed a set of Nintendo Power magazines in the background of one of the scenes. It's the episode where Phoebe gets her family heirloom—a fur coat. At the end of the show, Phoebe thinks she's being attacked by a squirrel, and she battles it out in front of a newsstand that happens to be holding a few volumes of NP, including the one with Extreme-G on the cover.

Jason Dubsky
Via the Internet

Consider our magazine to be the seventh friend. NP and Nintendo products pop up in many movies and TV shows. Have you had a Nintendo sighting? Drop us a line and let us know.

Be Still My Fleeting Chart

If there is one letter that might save the Super NES Power Charts from being dropped, this may be it. I challenge everyone who owns a Super NES to play Super Mario World. I guarantee after 20 or 25 minutes you'll love playing it. It's even more fun playing it with someone else. Trying to find all 96 exits can be just as fun and challenging as playing GoldenEye 007, Banjo-Kazooie and Diddy Kong Racing.

Jake Ritchie
American Fork, UT

You're right, but it won't save the Super NES Power Charts. The sad truth is there haven't been any new Super NES games except for Frogger. As a result, readers' favorite Super NES games haven't changed and the charts have remained the same, month after month. Most readers voted to drop the Super NES charts, but not without one last hurrah. This month marks Zelda's capture of the number one position in all four Power Charts. To commemorate the event, we're showing one final Super NES Power Chart screen shot to help honor Zelda's clean sweep.



Dave & Mae Datoy• Peoria, Arizona



JT Helms• Florence, South Carolina



Matthew Winters • Forest Hills, New York

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power charts

We begin 1999 by bidding farewell to the Super NES Power Charts and greeting a new one for the record books–the unprecedented takeover of all four charts by The Legend of Zelda!

SUPER NES

1 THE LEGEND OF ZELDA: A LINK TO THE PAST

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: THE OCARINA OF TIME



You've got to love The Legend of Zelda: Ocarina of Time. So much so, in fact, that the "game of the century" debuts at number one to be the first game to dethrone GoldenEye 007 since its release.

2 GOLDENEYE 007



3 BANJO-KAZOOIE



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	—	1
2	GOLDENEYE 007	NINTENDO	1	25
3	BANJO-KAZOOIE	NINTENDO	2	6
4	WCW/NWO REVENGE	THQ	5	2
5	SUPER MARIO 64	NINTENDO	7	28
6	WWF: WAR ZONE	ACCLAIM	4	3
7	TUROK 2: SEEDS OF EVIL	ACCLAIM	9	2
8	MISSION: IMPOSSIBLE	OCEAN	8	4
9	STAR FOX 64	NINTENDO	10	20
10	BLITZ	MIDWAY	3	2
11	CRUIS'N WORLD	NINTENDO	—	1
12	DIDDY KONG RACING	RARE	—	14
13	1080° SNOWBOARDING	NINTENDO	—	8
14	WCW VS NWO: WORLD TOUR	THQ	6	12
15	F-ZERO X	NINTENDO	—	1
16	QUEST 64	THQ	—	1
17	YOSHI'S STORY	NINTENDO	—	9
18	GEX: ENTER THE GECKO	MIDWAY	—	1
19	MORTAL KOMBAT 4	MIDWAY	—	6
20	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	—	28

GAME BOY TOP 10

1 THE LEGEND OF ZELDA: LINK'S AWAKENING

Inching out Pokémon by a few votes, Link's Awakening manages to snag number one to help Zelda score a clean sweep. Next month could be another story, because the Pokémon popularity continues to surge like the current from Pikachu's tail.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	69
2	POKÉMON	NINTENDO	2	2
3	JAMES BOND 007	NINTENDO	3	9
4	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	5	73
5	FINAL FANTASY LEGEND III	SUNSOFT	—	61
6	TETRIS	NINTENDO	—	74
7	DONKEY KONG LAND 3	NINTENDO	4	14
8	HARVEST MOON	NATSUME	—	1
9	WARIO LAND 2	NINTENDO	—	1
10	DONKEY KONG LAND	NINTENDO	—	48

2 POKÉMON 3 JAMES BOND 007





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6. SOUTH PARK (N64)
7. TUROK 2: SEEDS OF EVIL (N64)
8. POCKET PIKACHU
9. WCW/NWO REVENGE (N64)
10. STAR WARS: ROGUE SQUADRON (N64)

Beyond Y2K

I am currently doing a private research project on the Year 2000 problem. The theory goes that any computer-based device will shut down as soon as the year 2000 arrives. I don't see why a device that lacks a clock will be affected, but as a hard-core gamer, the very thought of losing the use of my Nintendo systems is frightening. Will the game systems and upcoming games that have internal clocks survive Y2K? A delay in answering may cause panic amongst devout gamers, since we will probably be clutching our Controllers tightly as we play Zelda or Castlevania for what we think could be the very last time.

Daniel Moir
Via the Internet

It won't be your last time. According to the theory, the "Y2K bug" will affect any computer that has an internal calendar that wasn't programmed to calculate dates beyond December 31, 1999. It's been speculated that when January 1, 2000 rolls around, those computers, not knowing what year comes next, will reset to the year 00 and, in the confusion, they'll crash, shut down, erase everything in memory, unleash swarms of locusts, etc. Though some games may feature internal clocks, they're not ticking perpetually and they don't keep track of dates. So when 2000 arrives, your electronic devices like your N64, Game Paks and toaster will still be ready for action. . .or Pop-Tarts.

Bust-a-Pokémon Attack

On page 84 of your November issue, you showed games displaying Game Boy Color pallettes, but accidentally labeled Pokémon as Tetris Attack, Tetris Attack as Bust-a-Move 2, and Bust-a-Move 2 as Pokémon. I have to admit that it took me some time to notice, and, for a little while, I went around thinking that Bust-a-Move 2 was a rip-off of Tetris Attack!

Patrick Jackson
Portage, Wisconson

Oops. It must've been because we were worrying unnecessarily about that Y2K thing.

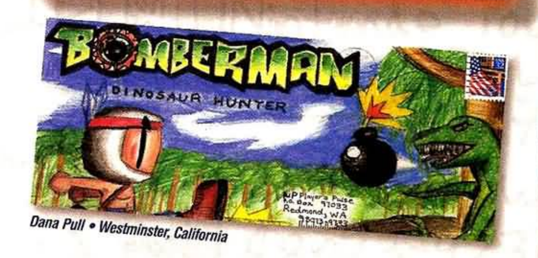
Up, Up and Away

In Aerofighters Assault from Video System, gamers take to the skies to experience arcade-style dogfighting. Thanks to the game's developer, Paradigm Entertainment, an NP reader took to the skies to soar through what actual pilots-in-training experience. Lisa Anderson of Auburn, Washington, swooped up Volume 104's Aerofighters Assault grand prize to jet down to Dallas, Texas, for a ride in SimuFlite's $15 million Learjet simulator. Cruising at a virtual altitude of 30,000 feet, Lisa,like a true gamer, managed to master the controls. And just like a true Nintendo fan, she was walking on air when she got to catch a sneak peek at the upcoming Harrier 2000, the next high-flying game Paradigm has waiting in the wings for the N64.



After Paradigm put Lisa in the cockpit of Aerofighters Assault, the developers gave her the chance to take off in SimuFlite's professional flight simulator.

WINNER!



Dana Pull • Westminster, California

WRITE AWAY RIGHT AWAY!

In 1998, The Legend of Zelda: Ocarina of Time raised gaming standards to quite a stratospheric height (and how could one of us give it a measly 8.0???) What do you hope to see Zelda influence by the year 2000? What developments are you looking forward to in 1999?

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In the heart of Transylvania, an ancient horror has reawakened. Count Dracula and his children of the night have entered the modern world of 3-D adventure in Konami's long-awaited classic.



Few titles have been as widely anticipated as the return of Castlevania, and Power is happy to report that it lives up to the reputation of the earlier Castlevania titles—and then some. Castlevania for the N64 features two heroic characters, real-time 3-D adventure, daring action maneuvers, more than a dozen vast stages, and hair-raising encounters with dozens of gruesome enemies. Four camera options keep you focused on the action, and a targeting system helps to aim your whip and other weapons. As for the graphics and sound effects, prepare to be chilled to the bone. Nintendo Power now brings you an exclusive look at the completed early stages, with maps, items and battle strategies. When Castlevania launches across North America at the end of January, you'll already be whipped into shape and hot on Dracula's trail.

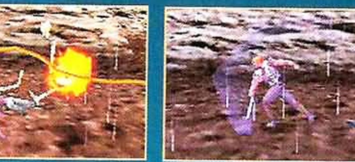
It's in Their Blood

By the 19th century, the legendary torch of the Belmont clan has been passed down to Reinhardt Schneider and Carrie Fernandez. When rumors of an ancient terror reach them, the heroes are drawn toward unknown fates in the mysterious region of Wallachia.



Reinhardt

Reinhardt Schneider claims descent from the Belmont family of old, which for generations has battled the Prince of Darkness. Battling fiends with the trademark whip and a short sword, Reinhardt is well-equipped for his task.



Reinhardt's whip strikes at medium range and packs a lot of power. In later areas, he'll be able to wrap the whip around rings to swing over chasms.

The dagger is Reinhardt's secondary weapon for close encounters with evil beings. It is effective for any angle of attack.

Carrie

Young Carrie Fernandez seems an unlikely heroine, but her destiny is clear and she cannot turn away from her self-appointed task. Armed with magic power and martial arts techniques, she fights with the fury of an avenging angel.



The magic shots that Carrie fires at enemies have a very long range, but they are weak.



Carrie swings her two blade rings to strike enemies at close range. This martial arts attack is particularly potent when Carrie is surrounded.

Vampire-hunting Vitals

Weapons

Wooden stakes may have been the vampire-hunting weapons of choice for Professor Van Helsing, but Carrie and Reinhardt use a wider selection of tools in their Drac attacks. The heroes carry just one special weapon at a time, which is used with the bottom C Button.

Knife



The throwing knife extends the range of attack, but it's not as powerful as the whip against many foes. One throw expends one Red Jewel.

Axe



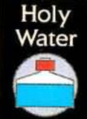
The axe requires two Red Jewels per throw and provides a powerful medium-to-long range attack against many enemies.

Cross



The cross is a sort of boomerang that returns after striking one or more foes. It uses five Red Jewels per throw.

Holy Water



When the flask of Holy Water shatters, the blessed vapors strike down nearby enemies. It's a close-range, three-Red-Jewel weapon.

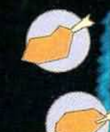
Items

Moon & Sun Cards



These mysterious cards change night to day and day to night. Certain tasks can be accomplished at one time of day, and some enemies may not be present at all times.

Chicken & Beef



Chicken legs and roast beef go into inventory so they can be used in times of need. The chicken restores 50% of the health meter, and the beef restores 80%.

Jewels and Saves



Red Jewels are used up when special weapons are thrown, except in the easy mode. The game can be saved to a Controller Pak at any White Jewel.

Bags of Gold



Enemies drop bags of gold, and sometimes gold can be found in torches. In the Villa, a demon trades items for gold.

Purifying Crystals



Taken when a vampire victim is still partially human, the Purifying Crystals rid the body of the curse.

Healing Kits



The Healing Kits restore full health and condition when used on the sick or weary.

Power-ups



The power-ups increase the effectiveness of primary weapons—the whip and the magic shots.

Cure Ampules



Cure Ampules rid the body of poison. It's a good idea to have several ampules in reserve.



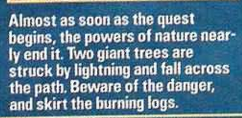


Forest of Silence

The ordeal begins in the stormy forest beyond the castle walls. The rotting remains of unfortunate locals who strayed too near the Count's abode lie in the path. Many enemies roam the woods, most notably the skeletons, both large and small, and the lightning-quick werewolf that prowls beneath the blood-red moon. Although the stage is relatively easy, it is important to search for the useful items that are to be found there. Three boss encounters add extra spice to the mix.

1. Terrors and Treasures





Almost as soon as the quest begins, the powers of nature nearly end it. Two giant trees are struck by lightning and fall across the path. Beware of the danger, and skirt the burning logs.



Treasures are usually found in the fire of torches in Castlevania. Near the beginning of the game, look for a knife in one of the ground torches and a haunch of roast beef on the tall pedestal.

Key

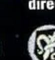
Gate Switches: Mechanical switches activate the gates.

Gates: Each gate opens up a new area of the game and allows progress.

Direction: Follow the arrows to take the most direct route.





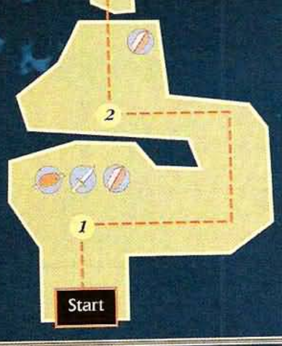






Knife | Axe | Cross | Holy Water | Jewel | Save | Gold | Chicken | Beef | Crystal | Power-up | Moon Card | Sun Card





2. The Bigger They Fall



A bare-bones reception waits for those who smash open the gates. The giant skeleton pounds the ground with a bone, scaring up smaller skeletons, which attack as soon as they're unburied.



Fortunately, it's easy to get behind the big skeleton to break some bones. Attack it head-on, then pass beneath the skeleton's legs and turn around to hit the big guy from behind.

3. To the Sun



After defeating the big skeleton, jump across the two pedestals that rise up in the canyon. Beyond and to the right stand two gazebos. Inside are the cards of the Sun and Moon.

4. Release the Beast



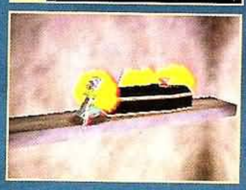
Jump across the canyon beyond the gazebos to reach the gate switch. After you pull the switch, another major enemy will appear to torment our hero. Stay out of reach of his massive arms. Turn and fight from a distance using the whip (Reinhardt), magic flame (Carrie), or the knife.

5. The Flying Cross



Return to the signpost, then follow the arrow through the gate. After reading the message on the pedestal, jump up and claim the boomerang cross, one of the best weapons.

6. Wake the Undead



Several coffins lie on shelves in the marble mausoleums. Kneel down on one knee and strike the coffin with a weapon to open it. Treasures are hidden inside many of the coffins.

7. For the Mechanically Minded



Across the chasm is the mechanical gate switch, but the switch also drops the platforms into the river below. Quickly jump to the platform as it lowers to avoid the long, treacherous climb up and down the sides of the cliffs.

8. What Goes Down



Climb back up the far side of the gorge using the stone platforms. Stand below a platform and jump up, then continue to hold the jump button and push upward.

9. Howl of the Wolf



The werewolf's rasping breath indicates when the man-beast is near. At a distance, use the cross. At shorter range, try the whip or magic shots.

10. Forge through the Gorge



After destroying the obstinate werewolf, climb down into another gorge, flip the switch to activate the gate, and climb back up the platforms. Take care on the platforms, particularly when jumping down, since it's easy to take too big a jump.

11. Eleventh Hour



Head back to the switch indicated on the map as number 11. The gate that was blocking this small area will now be open. Take the roast beef, then head to the final area of the Forest of Silence.

A Bone to Pick

There's only one more obstacle: the giant skeleton and his biker buddies. With a full supply of Red Jewels, strike the bikers at a distance using the cross. Like the earlier giant skeleton, this big boy pounds the ground to bring up smaller skeletons. Run forward and hit the bonehead with a primary weapon, then run between its legs and hit it again from behind.



You can use the cross to inflict damage at a distance from the skeleton, but the Holy Water does even more damage if you use it at a close range. The water will scorch its bones with righteous steam.

Castle Wall & Towers

The outer walls and towers of Dracula's castle were designed to keep invading armies out in the cold. So what chance does a single man or woman have to breach these defenses of stone and iron? There are jumps to cross, keys to find, and a multiheaded dragon to defeat before the gate to the inner castle will open. With caution and courage, it can be done.

1. The Right Stuff





The conquest of the two towers begins with the right tower and its many hazards. At this point, it is the only path that will open. Go right and open the door using the pick-up command button.



The torch on the ground floor inside the tower conceals a White Jewel. Take this opportunity to save the game before things get really desperate, then head for the stairs to the left.



Left Tower

Right Tower

11 12 5 6 10 4 9 8 2 3 7 1

End

Start

2. Dragonbreath



Castlevania veterans will recognize the dragon heads. They can be destroyed at a distance using throwing weapons, or close up using the whip or magic shots.

3. Lucky at Cards



The torch on the ledge may look inaccessible, but it isn't. Drop down from the ledge just above, and hit the torch to claim the Sun Card that's hidden within the fire.

4. Staring Down Medusa



The floating Medusa heads appear out of the wall without warning. One touch from a Medusa will foil a jump between the moving platforms. Destroy the Medusa head first, then make the jump, timing it to avoid the dropping blade.

5. Four Heads Are Better than One



The writhing, multiheaded serpent at the top of the tower breathes freezing clouds that can cripple even the strongest hero. Dodge the breath at the perimeter of the room and use a long-range special weapon, such as the cross, to inflict damage to each of the heads. When you've destroyed all the heads hit the switch to open up the exit.

6. Dropping Out



The next leg of the journey leads down to the bottom of the tower, from one stone platform to another. Each of the platforms is home to skeletons that rise up in anger. Both the regular and the explosive skeletons will appear. While dodging the skeletons, collect the jewels and money on the way down.

7. Key to the Left



The Left Tower key is at the bottom of the shaft. Use it once to open the left tower. Inside, save at the White Jewel.

8. More Danger Ahead!



The Left Tower contains all sorts of exciting new horrors. One platform crumbles underfoot. Several more contain rotating platforms with spikes on one side. Enemies include floating Medusa heads and fire-breathing dragon heads.

9. Earn a Meal



Across from the four rotating panels, and protruding from the central column, is a ledge. It's a tricky jump, but the roast beef is worth the effort.

10. Get the Point?



This stairway rotates if stepped on, revealing a side full of spikes. To avoid those spikes, move quickly over the platforms, and jump to the far ledge as soon as possible.

11. Seal of the Moon



A door bearing a moon seal stands at the head of the stairs. Only in moonlight will it open. Use a Moon Card to unlock the door. The closest Moon Card is on the ledge above the door at the entrance to the tower, which you can reach by dropping down to the ledge from the platform directly above.

12. Down and Out



The route out of the left tower leads straight down. The platforms rattle with skeletons that appear in twos and threes. Pick up items in the torches along the way.

Courtyard and Villa

Inside the wall and towers lies a large courtyard area, a hedge maze, and an elegant villa. Both the courtyard and the house contain enemies, mysteries, and even unexpected friends and people in need of help. Proceed with caution. Much of what can be found in this area is not truly what it seems. The greatest danger may come from the least expected quarter.

1. Hounding for Blood



The demon dogs at the gates of the castle grounds burn with evil. Attack the first pack with a primary weapon or a long-distance attack such as the cross.



Between hound attacks, collect the Red Jewels in the outer courtyard. They can be found in the torches at either end. Also, look for a secret platform.

2. Dog Days



The second and third waves of Hellhounds exhale with damaging fire. Stay at a distance and keep moving. The gate will open when you've defeated the dogs.

3. Rob the Graveyard






The fountain and cemetery area outside the villa offers some juicy treats and some horrific dangers. The tombstones swarm with ghosts and spirits while the ground erupts with skeletons. A column in the fountain rises only after the stroke of midnight. Climb to the top of the column and jump to the fountain to collect the treasure trove. Well-stocked for the terrors ahead, approach the villa and its hosts of vampires, villagers, glass knights and other haunting characters.

Legend


Knife


Axe


Cross


Holy Water


Jewel


Save


Gold


Chicken


Beef


Crystal


Power-up


Moon Card

Sun Card

Key

To the Maze

6

7

9

8

5

4

To the Archives



4. Drac's Shack



The door is open, and the hall is lit with golden candles. Inside the villa, a ransom of Red Jewels can be collected from the candelabras.

5. Oh, Bats!



The entry to the villa holds a vampire with a thirst for the living. After several hits, the vampire will turn into a bat. Attack it from the upper level.

6. Vampire Hunters Anonymous



What's this, another vampire hunter? Vincent the Mighty has been poking around in Dracula's domain for years. He once found a key in the rose garden where the female vampire waters the flowers with blood. Perhaps that key plays a "key" role.

7. The Storage So Far



In the room with the lion's head on the wall, break the vases to find the storage room Key and a nice snack. The storage room is one door to the left.



The storeroom contains a haunch of roast beef, a chicken leg fit for an ostrich, a purifying crystal and a White Jewel for saving the game.

8. Mirror, Mirror



If the villager in the mirror room is not visible in the mirror, it means that he is a vampire. Battle the quick-footed, long-fanged foe or risk getting bitten in the neck. The Purifying Crystal is the only hope for those with the curse of the undead.

9. A Demon in a Suit



Renon, a demon who's just trying to make a living by selling supplies to adventurers, appears when the contract on the floor is picked up. Use gold to purchase essential supplies such as food, medicine and cards. Renon can be summoned later, as well.

The Demon Contract

Renon carries only the finest goods, but he extracts a stiff price in gold for all items.

Item	Price
Crystal	1,000
Roast Chicken	5,000
Cure Ampule	200
Roast Beef	1,0000
Sun Card	2,000
Healing Kit	2,0000
Moon Card	2,000

Vampire Games

The road ahead leads through the maze and into the castle, down into the dungeons and up to the highest turrets. Innocent victims and creatures of pure evil haunt every step of the way. Unlocking all the puzzles and defeating all the enemies won't be easy. But don't despair. Soon we will return to Castlevania and reveal more of its dark secrets.






Real-time body impact physics– blow off arms, legs, and even heads!
Hunt other players in one of three multiplayer deathmatch modes.
30 terrifyingly realistic enemies built with Soft-skin technology.
"The best first-person shooter for the N64." –GamePro
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NINTENDO 64
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GAME BOY
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A cosmic cataclysm threatens a small town! South Park trembles beneath the presence of a wayward comet! Can the children save the day?











CAVEAT!

Straight up, South Park is not for everybody. Despite the four innocent-looking children on the box, the game contains rough language, vulgar sounds and compromising situations. Hey, why mince words when this game doesn't? If you're already familiar with the hit cartoon, then you probably are adequately prepared for Iguana's faithful reproduction of the show's brand of mature humor. So, with that aside, if you're comfortable with a Mature rated game, then slide South Park into your Nintendo 64, grab a box of Snacky Cakes and settle in for a rollicking first-person shooter with a devilish attitude.

MULTIPLAYER MAYHEM

Perhaps the highlight of each episode is listening to the children bicker amongst themselves while the world around them falls to pieces. Iguana capitalized on the children's rivalries by including a wicked four-player mode that allows you to and your friends to pick up a cow launcher, choose from an array of arenas, and blast the ink off each other—provided you can finish arguing over who gets to be Cartman.





WEAPONS

Pistols and knives have no place in South Park. These are children, after all—they'd put an eye out! Instead, the minds at Iguana have unleashed a wild assortment of outrageous weapons that perfectly capture the flavor of the show's humor.



SNOWBALL In the military, soldiers are trained to make use of their environment to defeat the enemy. Third grade isn't very different from boot camp, is it?
YELLOW SNOW The weather outside is frightful, but being pelted by one of these "doctored" snowballs is anything but delightful. So when you have no place to go, make some yellow snow.



DODGE BALL As much fun as a game of four-square with the gang might be, playtime's over until you get a Dodge Ball and clean up the streets of evil, wickedness, sin and poop.
SUPER DODGE BALL Huck a Super Dodge Ball at your foes to let them know that recess is over. Because you are actually winding up for this throw, it takes a second to follow through.



TOILET PLUNGER SHOOTER The town's all stopped up with mischief, and it's up to you to unclog it. Plunge headfirst into combat with this handy tool and remember to pick up ammo after using it.
3-SHOT PLUNGER SHOOTER When you need to flush out the enemy turn the Plunger Shooter sideways and release a battery of trouble upon a cosmic-induced intruder.



SPONGE DART GUN Rat-a-tat-tat goes this foam Dart Gun as you tear into the backside of a fleeing foe. Rounds go by quickly, so be sure you have the beast in your sights before you squeeze the trigger.
SUPER SPONGE DART When you have the enemy in your sights, switch the Super Sponge Dart to deliver a powerful shot. It takes a couple of cranks to fire, so use it only on a slow enemy.



TERRENCE Using this doll is a gas—literally. Lob the Terrence action figure into the fray from a distance and watch your adversaries drop like flies under a cloud of questionable nature.
PHILLIP What fun is gas if nobody's around to enjoy it? Phillip works as a proximity bomb, so toss him into a clearing, and as soon as something gets near it...



WARPO RAY The three-purposed alien ray gun will be perhaps your most treasured weapon. The Warpo Ray setting allows you to envelop your rival in a shower of snapping piranhas.
SHRINK RAY Maybe Cartman wouldn't be so "big-boned" if he turned this shrink ray on himself. But the only exercise he'll get right now is from chasing down tiny enemies with this ray gun.
SHAPE CHANGE RAY The Shape Change Ray will turn the most ferocious enemy into a cuddly forest creature. Now who's endangered?



SUPER SNIPER CHICKEN As Mr. Mackey would say, "Egging houses is bad. M'kay?" So limit your chicken by-product hurling to this game. Just like Turok's handy sniper Tek Bow, the Super Sniper Chicken allows you to yolk enemies from a distance, keeping you out of harm's way.

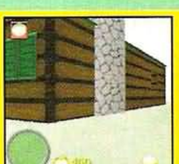


MOO 2000 Run away! How Iguana managed to stuff a few hundred pounds of bovine into this launcher is beyond comprehension, but when you need to udderly devastate the competition, you'll want to milk this weapon for all it's worth. Warning: lots of mooooving parts.

OPERATION: TURKEY BUTT

Cartman always likes a good turkey (served on rye with a little mayo), but now the countryside is echoing with an army of crazed turkeys under the spell of the comet. When not serving up Salisbury steak, Chef dispenses valuable advice on how to avoid fowl play.





Hidden items abound! Be sure to check behind every building in town and in the rough for extra ammo and helpful boxes of Cheesy Poofs.



Look for slight abberations in the scenery (such as an odd-looking texture) that reveal caches of helpful items and weapons.



Turkey Tanks lumber along, laying tiny turkey warriors. Knock these tanks out with a few shots in the fanny from a Super Dodge Ball.





You don't have four hours to cook these birds, so as soon as you enter the wide clearing, make tracks for the Sponge Dart Gun.

MECHA-TURKEY

The giant Mecha-Turkey stomps through the valley on a one-way course to South Park. Fortunately, the target on the metal monstrosity's backside reveals its main weakness. Be careful not to get caught underfoot or you'll suffer more damage than a box of Cheesy Poofs can help.



Let a Super Sponge Dart fly! A few of them will seriously hinder the colossus.

Pull Terrence's finger and count to ten. Once the Mecha-Turkey sits down to cover his assets, lob a Terrence doll at its head and keep out of the way.

A CLONE OF YOUR OWN

Strange things are afoot in South Park. Distorted clones of some of the show's most outrageous characters are terrorizing the town, and unless the children spring into action, being trampled by a ten-foot slobbering Barbrady will be as commonplace as being visited by talking poop. Which, in South Park, happens quite a lot.

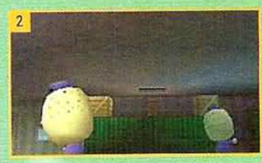




The tank clones (with the extra heads) can be dashed with a couple of Super Dodge Balls to the head before they reproduce.



The Soft Warehouse (the zingers keep coming!) hides the coveted Moo 2000. Use the cow launcher with care, because spare bovine ammo is hard to find.



Once you enter the Every Warehouse (get it?), quickly fight your way to the far wall. Climb the ladder and waste the regenerating tank to keep additional clones from coming down.



The green, glowing hatch marks the path to the alien mutation device. Hop on down and open fire with dodge balls to blow it away.

THE BLOB

The source of the clone matter is the giant Blob, which looks remarkably like Cartman all hopped up on Beefcake 4000.







As the bubbling Blob shambles toward you, avoid its flailing pink eye and scoop up the ammo littered about the courtyard. Use the Super Sponge Dart to poke the blob in its large eye.

CLOSE ENCOUNTERS OF THE BOVINE KIND

Cartman had better start worrying, because the Visitors are back. Unless you send the mother ship packing, their stampede of killer cows will wreak havoc on the unsuspecting citizens of South Park. Put on some football pads, arm yourself with Sponge Darts and get ready for a little cattle battle.



The yellow dots on your radar represent a stampede headed your direction, so you'd better bust a moooove and throw a Phillip doll into the clearing. The charging cows will set off the doll as they storm by.



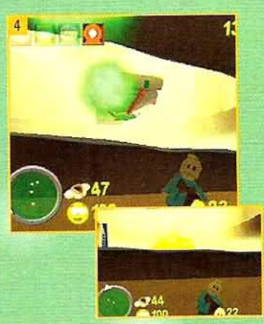
When you reach the water, dive in and swim into the cave on the right and loop around the tunnel. Once you reach the mouth, turn right and pick up Kenny's Wacky Warpo Ray. It's one of the better weapons in the game. But don't trust us—ask Kenny. "Mmph, mmph, erph, mrph." Well said, Kenny. Well said.



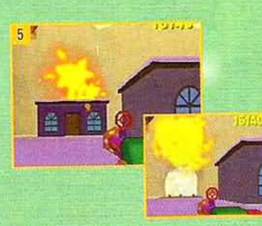
Apparently, hypothermia isn't a problem when you're as "insulated" as Cartman. (Hey! I heard that!) Jump into the stream and swim left. The water leads to the top of the waterfall where you can get armor and jump to the base below. Behind the falls is a secret cave.



Toward the finish line, you will see some pillars. On the right side of the second pillar is a secret cavern between two boulders that holds extra ammo.



A limitless supply of visitors will pour out of the UFO unless you toss a Phillip action figure at the ship.



Destroy every building in town to reveal extra ammo and uncover this tunnel—the final resting place of the Moo 2000 cow launcher. Only in South Park.



The Sniper Chicken is the best weapon against the Visitors. If you already have the chicken gun, snipe the other chickens to produce cartons.



In the cave under the mother ship you'll find Mr. Hankey. To the right, you'll discover another cavern brimming with ammo and health.



Use the chicken to clear the mother ship of pesky Visitors. Open the doors one at a time and egg them from a distance.



In the blue containment field you'll see great power-ups, but the clones are bent on keeping you from the goods.





It's time to open up a can of Beefcake. After pummeling the Visitor guards from afar with the chicken rifle, get in close, find the three alien containers and step into their shadow. The metal door will fly open and you'll be treated to a spree in the Visitors well-stocked storage depot.

THE MOTHERSHIP

It's time to put out the fire in the sky. The inside of the mother ship is a gallery of stolen earth specimens and comet-influenced fiends. Fortunately, there's enough ammo lying around to blast these aliens into space.



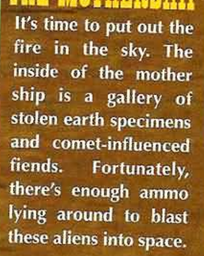
The blue Visitors guarding the core are extremely nimble. Use a gassy action figure to lay them out.



The core's electrical bolts will shock you if you get up close. Chicken snipe it a few times from far away.

SOMETHING WICKED THIS WAY CLUNKS

If you listen closely, you can hear the gears shifting. And no, that isn't Cartman trying to think. A legion of slapdash robots is invading town, and the children need your help to kick them in the bolts. With Kenny packing the Super Sniper Chicken and Stan hurling some Super Dodge Balls, those robots are going down.





The sentry robots have excellent aim. Use the chicken rifle to pop them in the head from afar, or you'll be in for a shock.



Long falls cause serious damage, so hop down to the first ledge. The bridge within jumping distance will lead you to a cave full of ammo.





To open the wooden gate, use the chicken to pelt the robots in the alcoves over head.



The robot tanks are swift and merciless. Step back and aim at their only weakness: the black and yellow hatches below their control panels.



Extra armor and Snacky Cakes are waiting for you in the chasm in front of the militia fort—not deep in the chasm but on the platforms.

EVIL MR. HAND

Mr. Hat is behind all this crazed robot madness. But if you had Mr. Garrison for a friend, you'd probably be a little batty too.







The robot conveyor belts are susceptible to gas attacks. Once you knock them out, you will come face to face with Mr. Hat. Use a Phillip doll to gas the talking sock. Circle around the mad puppet to keep him within the stink cloud.

SOME DISASSEMBLY REQUIRED

Vomiting dolls. Maniacal RC cars. Terrorizing tanks. And to top it all off, a sassy Jack-in-the-Box with a penchant for sunglasses and quoting "The Shining." The children are mere babes in toyland, but by now they've gathered up enough firepower to crash this vicious tea party.





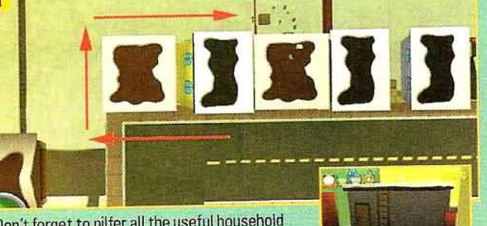
The rapid-fire Sponge Darts are your best bet for gunning down the model biplanes.



Advancing toys look menacing on radar, but a well-placed gas attack will clear a path to the store.

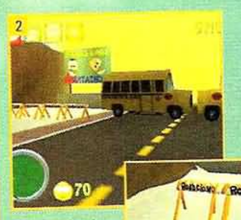


The sickly dolls will release a potent gas vapor when you break them, so keep back after a mad attack.





Don't forget to pilfer all the useful household items (you know, like chicken rifles) from the neighboring yards. You want to pack enough heat to survive the toy store.



The barricades block the roads, but that's nothing for an eight-year-old with quick wits. Go to the left of the "Road Closed" signs and use the snowy edge of the mountain to help you jump over them.



You can access a secret chamber by walking through the "Robot Servant" sign. You need to have Terrence and Phillip ready to go (or have eaten a lot of fiber recently) if you want to survive the initial onslaught.



The parking lot dividers are loaded with ammo. Use the parked cars to reach the medians and gather up plenty of extra ammo.



The medians are the best positions for sniping the Jack-in-the-Boxes while avoiding the ground troops. Remember to keep your distance.



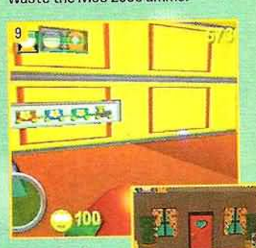
The large bushes make perfect platforms for climbing over walls on your way to the toy store. Keep an eye out for toys lurking around every corner.



Head under the bridge and walk through the wall across from the single boulder David Copperfield-style. This path leads you to the center island near the two buses.



There is a storage area to the right of the second room in the toy store. Jump through the wall underneath the pile of toy boxes. Don't waste the Moo 2000 ammo.



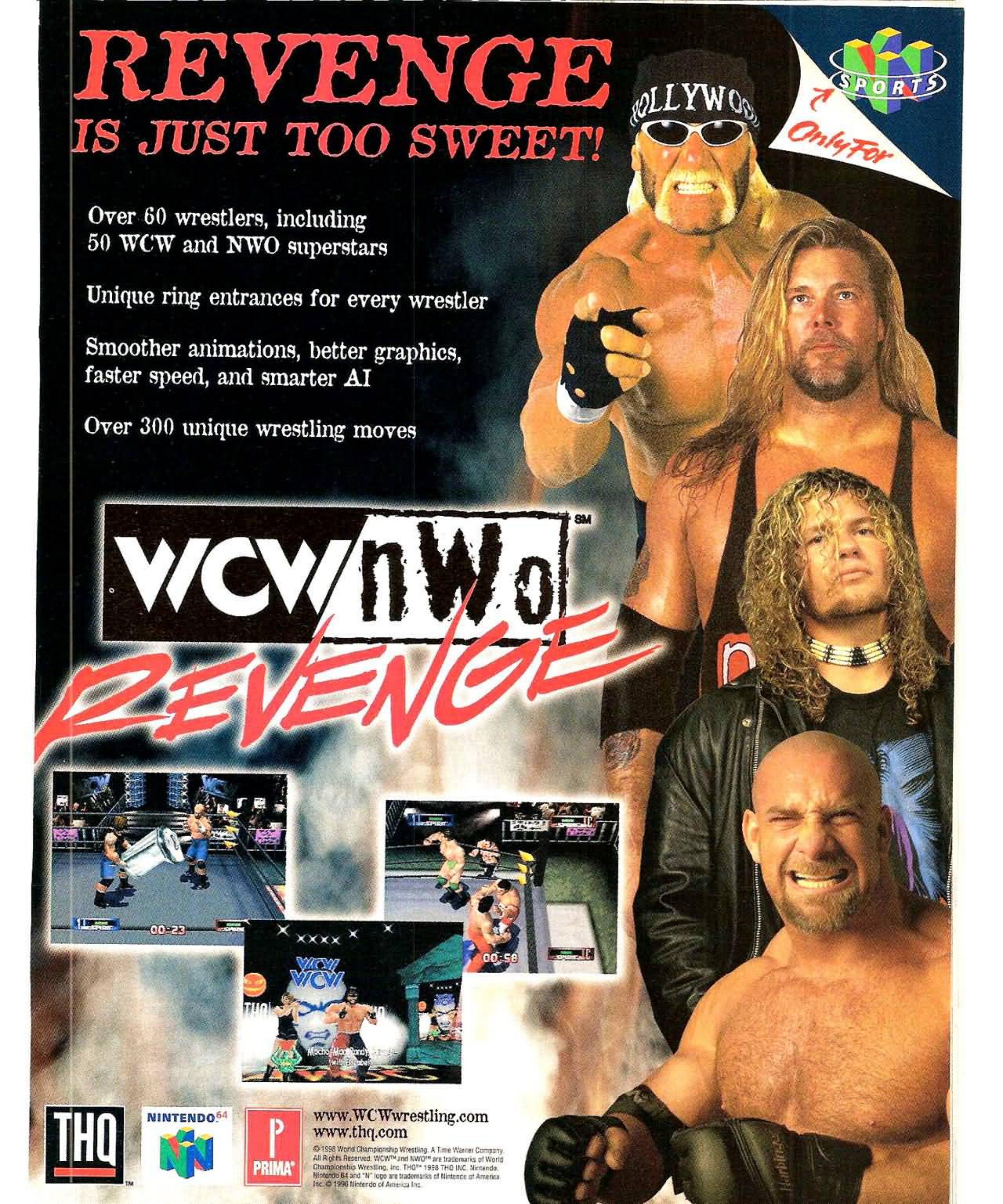
Beyond a choo-choo picture in the room with lots of couches, you'll find the phattest pad in all the land: Chef's Shack-o'-Love. Dig that stereo, cracker boy.

ULTRA MEGA MEGA MAN

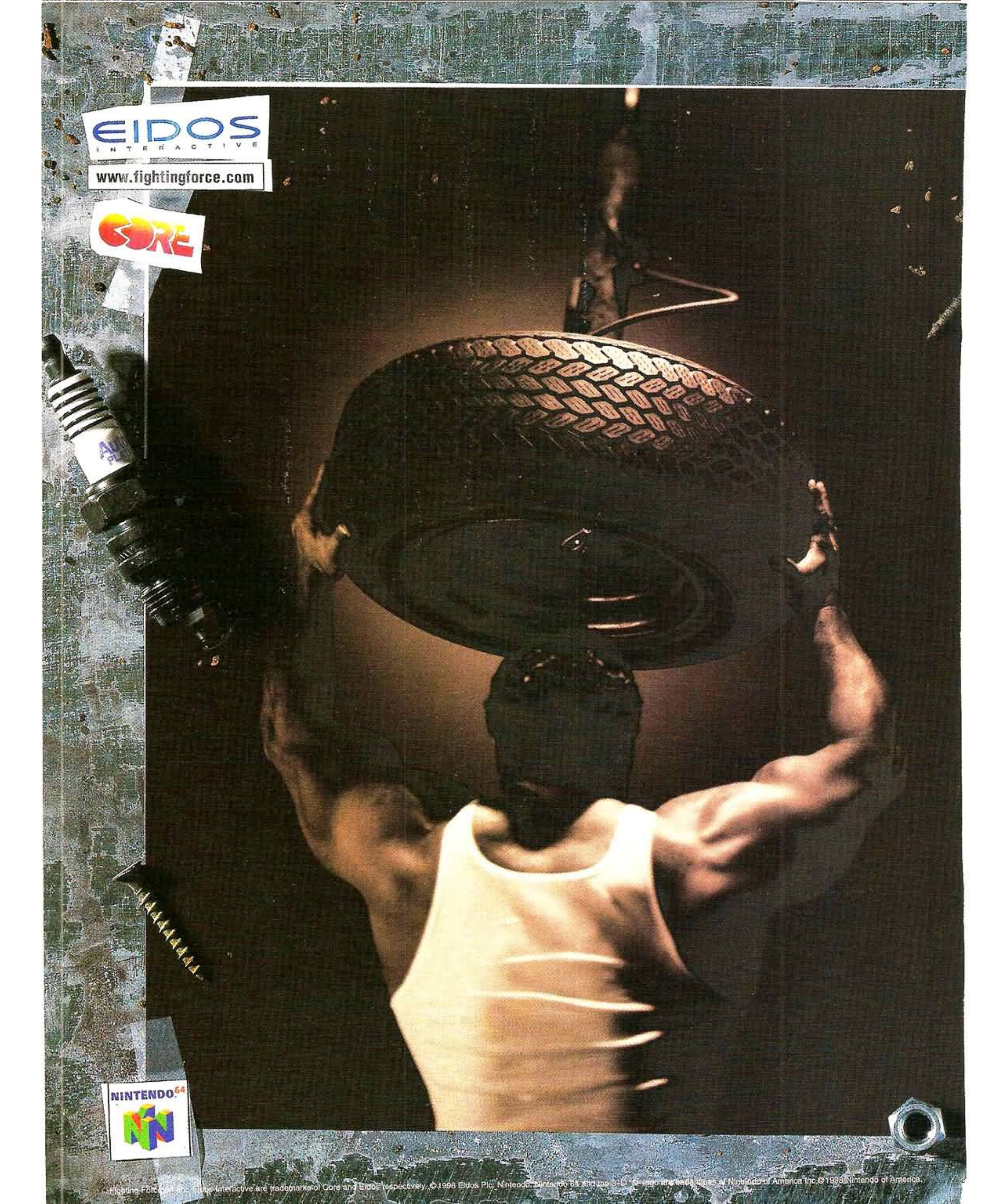
Ultra Mega Mega Man? Hmmm...does Capcom know? This action figure gone beserk is your hardest enemy yet, so don't give up.



Warm up the moo shooter and blast U.M.M.M. in the "M." The battery covers on his back will fly off, revealing his weakness. As you begin to drain his power, he will return to the charging station. Shoot the green switch at the base to turn it off.



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– Ben "Smasher" Jackson

ANY TIRE WILL DO. In fact, almost any object you get hold of will make a weapon to be reckoned with in this urban bedlam.

Where brutal 3-D action and vicious moves wait around every corner, crevice and abandoned pick-up.

So you'd better check your surroundings. And your aim. Because one false move and you may need more spare parts than that tire.



FIGHTING FORCE 64



YOU COULD PLAY AN ACTION GAME IN SEARCH OF RPG ELEMENTS, YOU COULD PLAY AN RPG IN SEARCH OF ACTION ELEMENTS...

OR DIE TRYING

They say the grass is greener on the other side, and Psygnosis, a company known for its PlayStation games, has jumped the fence to appease N64 gamers with an "arcade-style" role-playing game. On the surface, O.D.T. (Or Die Trying) may look like a third-person shooter à la Mission: Impossible, but the game mines deeper into character development than most other action/adventures thus far.

Rather than emphasizing gunplay, O.D.T. sets its sights on the casting of spells, strengthening of character attributes and culling of experience points. The game offers four characters, and the player can assume one of their identities for the duration of the solo, eight-level mission. According to the game's producer, Jean-Baptiste Bolcato, O.D.T. will bring "depth to the exploration/shooter genre by incorporating a strong story line, an immersive environment and a layer of RPG and magic elements."

The game is due out this March, and if the screen shots and play test are any indication (taken from a version that was 60% fully-programmed), O.D.T. should be the adventure that RPG action fans will be dying to try.

A WORLD TO DIE FOR

The plot of O.D.T. does not unfold as an afterthought contrived as an excuse for blowing up gun-toting mutants. Rather, the tale unravels to foster a sense of camaraderie with the other members of the team.



Set in the future, O.D.T. weaves an ominous tale of a city put at the mercy of a widespread epidemic that is incurable by modern medicine. Determined to save his plagued hometown of Calli, Captain Lamat of the *Nautiflyus* sails his four-person crew to retrieve a mythical green pearl that, according to legend, has healing powers and is hidden in the far reaches of the planet.

With the pearl on board, the *Nautiflyus* begins its return trip but is sent crashing into the Forbidden Zone's tower by an unknown force. Downed in a no-man's-land inhabited by savage monsters, the crew must scramble to reclaim the pearl that has vanished from their possession and find parts to repair their ship, or they will not have a home to return to.

Aside from the frantic plot, O.D.T. is unique in its look, which evokes a Jules Verne universe. "The action takes place in a future seen through eyes of 19th-century people," Bolcato explains. As a result, the *Nautiflyus* resembles a rickety dirigible, and "weapons are element-based (like fire and ice), rather than pure bullets."

O.D.T. = RPG + ACTION

"The game is original because of its weird atmosphere," Bolcato elaborates, "and because of the heroes' inventory and characteristics management that we added to the classic exploration-game concept."



In the beginning, any given character is relatively weak and unskilled, but as the gamer defeats enemies, solves puzzles and finds items, the character will accumulate experience points that can be distributed into the three attribute categories: Armor (defensive power), Weapon Control (proficiency in any of the four weapon categories) and Spirit (ability to cast spells). With enough experience under their belts, characters will be able to upgrade their armor a notch, handle a better weapon or learn a more powerful spell.



Serving under Captain Lamat are four playable characters, each possessing individual strengths and weaknesses when it comes to the attribute department. What one character lacks, another holds in wealth. And while gamers will have to adventure alone as one team member through the entire game, they will encounter crewmates who will offer items to supplement the active character's shortcomings.

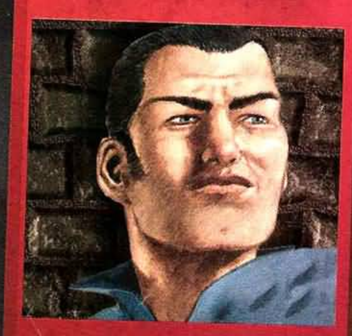




Players can upgrade weapons and armor and can use certain spells only if the user has enough experience points.

Ike Hawkins

Second in command on the *Nautiflyus*, Lieutenant Ike Hawkins follows Captain Lamat's orders to scour the 80 sectors of the eight-level tower to find fuel for their ship. Leaping to a distant ledge, Ike encounters a mutant bat. Though he is the most skilled of the crew members in the "Light" category of weaponry (lasers), Ike soon finds his winged foe to be fiercely unflappable amidst his deluge of pulse blasts.



Solaar

When Archbishop Solaar begins his mission, his adventure plays out somewhat differently from Ike's. Skilled in sorcery, Solaar is quickly able to use the spells he finds hidden in the tower. Less skilled than Ike in Weapon Control, Solaar unleashes a spell to down the bat that swoops in for the attack.



FIREPOWER X 4

O.D.T. unloads four types of firepower on players, so sharpshooters will have four types of ammo to manage. The experience points the characters have in Weapon Control will affect the caliber of their weaponry, and each crew member will start the mission armed with his or her weapon (or weapons) of choice.



With experience, you can ultimately upgrade a weapon nine times to improve its power and aim. The laser, specializing in long-distance assaults, fits into the Light category of weapons.



The Fusion category of weaponry uses rare ammo and lots of it. As its swarming rays of energy sweep across the floor, the Fusion blast destroys everything in its path.



Armed with ammo from the Ionic category of weapons, Solaar is able to charge his magical staff to send out a shocking bolt of electricity.



Weapons in the Fire category sear out flames, and, depending on the pyrotechnician's level of Weapon Control, the flames can burn hotter and fire farther.

SPELL CHECK

When the Psygnosis team began designing O.D.T., they wanted to steer clear of recreating the now familiar *Blade Runner* view that the future is a high-tech, robotic, cyberpunk world. By taking a Victorian view of the distant future, the Psygnosis team was able to allow players to "fight using hands, feet, or better yet, spells!" Bolcato reveals.



Magic helps keep the fast action of O.D.T. within the fantasy realm of RPGs, and Bolcato emphasizes, "With all the magic spells, there are truly new ways to fight." The Spirit Meter determines whether a spellbinder is capable of summoning the supernatural, including such otherworldly incantations as Miniaturize, Twister, Ghost, Freeze, Missile and The Works. Of course, Solaar the mystic is the most able magic user, but all characters can be quick studies for sorcerous apprenticeships as long as they keep their Spirit Meters in check, as well as their magic gauges brimming with Mana–a sort of ammo for the paranormal.



Would-be magicians can access a spell at the touch of a button by assigning it to a C Button, similar to the game play system of The Legend of Zelda: Ocarina of Time.





Maxx Havoc

Realizing that the marksmanship of Ike Hawkins and the sorcery of Solaar could be little match for the grenade-throwing creatures that infest the tower, Captain Lamat sends brutish Chief Engineer Maxx Havoc into action. But pure force alone will not help the strongman retrieve the pearl, so Lamat orders Solaar to rendezvous with Maxx to deliver a specially brewed antidote.



Julia Chase

The *Nautiflyus* team's suicide mission could unfold in four different ways depending on who undertakes the mission. When cartographer Julia Chase, renowned for her navigational skills and speedy martial artistry, begins the mission, her compass and keen sense of direction help her keep her bearings when searching for keys and switches that reveal hidden passageways.



MUTATIONS



While O.D.T. has one foot firmly planted in RPG territory, the game will keep players on their toes by keeping the battles in "real time." Traditional RPGs have heroes and foes attacking in turns, but O.D.T. does not trip up its action-oriented pace, leaving the battles as on-the-fly free-for-alls. In doing so, players must quickly shuffle through their inventories to select and reload the proper ammo or find the right spell to conjure.





And the Forbidden Zone's beasts are not patient. The tower teems with aggressive oddities like the knife-wielding Kitchen Clerks or the two-headed brain and brawn of the Ek Ahaus. Many mutants are as prepared as the Nautiflyus crew, and the monsters retaliate with spells of their own or guns that are as big as any crew member.



Even without monsters the tower could be too much to toil with, since the building is rigged with booby traps galore, including drone gun turrets and dart-launching walls.



O.D.T.

Are You Experienced?

O.D.T. has players coordinating inventories and reckoning with mutant ambushes, but the bulk of the strategy lies in how players distribute their experience points. As gamers amass experience, they can distribute the points from the Experience Meter to their Armor, Weapon Control and Spirit Meters to upgrade their abilities. Gamers can allocate all their experience to one resource category, or they can spread it, evenly or unevenly, among all three meters. The freedom in experience point management adds strategy to O.D.T., and it will force players to evaluate which attributes will be crucial in helping their character to complete the mission.



BEHIND THE SCENES OF O.D.T.

The characters in O.D.T. are animated with such a degree of realism that, anatomically speaking, their fluid movements are right on the nose. Psygnosis's Paris, France, headquarters opened its doors to NP to reveal the motion-capture techniques that went into making O.D.T. a more realistic experience.

Using professional actors and stuntpeople, the Psygnosis team captured character movements into a computer by placing motion sensors on key parts of the performers' bodies. With its extensive sampling of motions, the Psygnosis team was able to animate a smooth array of movements for Ike, Solaar, Maxx and Julia, including crouching, crawling, rolling, kicking, backflipping, tumbling to the ground on all fours and dangling on a ledge by virtual fingertips. Bolcato boasts, "Thanks to the N64's dedicated hardware, the N64 motion capture is far more precise on screen as compared to the PlayStation's motion capture."

And good things come to those who wait. While the PC and PSX versions of O.D.T. are currently available, the upcoming N64 version slated for March '99 will sport some bonuses including optimized sound and an extra hidden character. With such extras to go with its RPG elements, O.D.T. sounds like it is well worth trying...A.S.A.P.



Using professional actors and stuntpeople, Psygnosis placed motion sensors on the performers to sample motion capture data for O.D.T.'s well articulated and animated characters.





SOUTH PARK IS UNDER ATTACK! THERE'S A GIANT COMET HEADING TOWARD THE TOWN AND IT'S UP TO YOU TO SAVE THEM! (DUDE, THIS IS PRETTY MESSED UP RIGHT HERE.) WE GOT PROBING ALIENS, BIG EVIL CLONES, DEMENTED TURKEYS, AND OF COURSE, TERRANCE AND PHILLIP. IT'S THE ONLY GAME BIGGER THAN CARTMAN'S BIG FAT ...

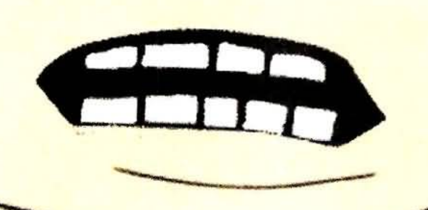


TM

RATING PENDING RP CONTENT RATED BY ESRB

This game is for mature audiences.

THAN CARTMAN'S BIG FAT ...!





Hello there children!



With this new Cow-Launcher, people will really respect your AUTHORI-TAH!



Dozens of sweet environments without any lame, tree-hugging hippies!



HOWDY HO your way through mega multi-player action!

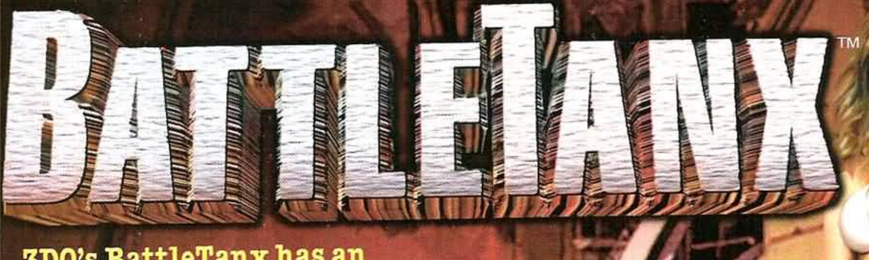












BattleTanx™

3DO's BattleTanx has an incredibly intricate plot, but that's just the icing on this action-packed cake. This first-person shooter is easy to learn and a blast to play, both in the one-player and the multiplayer modes.

BattleTanx is set in a war-torn future in which a horrific plague has wiped out most of the U.S. population. All federal, state and local government has broken down, and roving gangs (armed with tanks, no less) control what's left of America. The one-player Campaign game casts you in the role of Griffin Slade, who believes that his lost love, Madison, has survived the chaos and is somewhere out west. So what's a grieving Griffin to do but hop into his M1 Abrams tank and hit the interstate in search of her. The Campaign game features 17 levels, and though the overall goal is to frag as many enemy tanks as you can, some mission objectives do require a bit more creative thinking and strategy. If it's multiplayer mayhem you crave, then you can challenge the computer or up to three other players in four modes. In addition, there are eight multi-player arenas, ranging from a ravaged Times Square to the infamous Area 51.



I CANT DRIVE 55

EASY CONTROL

With the Easy control setup, your gun turret is locked facing forward. The big drawback to this setup is that turning around to face an enemy takes time and leaves you vulnerable.

ARCADE CONTROL



The Arcade setup lets you move both your turret and your tank with the Control Stick. Holding R locks the turret into its current position, allowing you to strafe targets as you roll past.

GUNNER & DRIVER CONTROL

These control setups allow you to move your turret and tank independently of each other. With the Gunner setup, you move the turret with the Control Stick and drive the tank with the C Buttons. These controls are reversed in the Driver setup. All setups can be customized to your liking.

SWITCHING TANKS

In some stages, you can switch between your default tank and a massive Goliath tank that's guarding your base. The Goliath is mounted on a rail and can move back and forth along it very quickly. It can leave the rail, but its speed is greatly reduced.

POWER-UPS

You can upgrade your tank with a variety of items and special weapons. Power-ups can be found in plain sight or by blowing up buildings and enemy tanks. If you collect three Swarmer, Laser, Mine or Guided Missile icons, press A and B simultaneously to fire a super version of that weapon.

STAR



When tanks are destroyed, they often leave a star behind. They're worth a random amount of health and ammo. They disappear after only a few seconds, so try to pick them up as quickly as possible.



BONUS POINTS



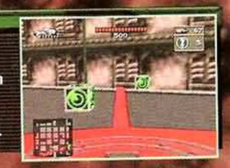
This power-up is worth, obviously, 1,000 bonus points. As your score goes up, you're awarded extra tanks for hitting certain high marks. Every little bit helps, so don't pass these up.



RADAR



Once you have radar, enemy tanks will be marked by red triangles, which can be seen from far away and through buildings. A radar map will also appear, giving you a bird's-eye view of the stage.



SWARMERS



One volley of Swarmers is usually enough to take out anything but a Goliath. These missiles spread out in a V-shaped pattern as they fly, so they're more effective at close range.



GUIDED MISSILES





These are the weapons of choice against Goliath tanks. Press and hold A to fire, then use the Control Stick to steer. Guided missiles have an extremely long range and are moderately powerful.

LASER



Lasers fire high-energy pulses and are the most powerful weapon, next to the Nuke. If you're brave (or foolhardy) enough to attack a Goliath head-on, you might want to have one of these.



NUKES



Nukes will literally level the playing field, damaging all buildings and enemy vehicles in the stage. You'll also take some damage, so put as much distance between you and ground zero as possible.



HEALTH

Health icons repair damage to your tank. If your vehicle is at full strength, any health you collect is stored for later use. Scroll through your items until the icon appears, then press A.



AMMO

If you find yourself running low on ammo for your regular gun, pick up one of these babies. You'll receive 30 rounds of ammo if you're driving an M1 or a Goliath, and 70 if you're in a MotoTank.



SHIELD

Shields protect you from all damage temporarily and are great for head-on assaults against enemy bases. They can withstand only a few hits, though, and they fade away on their own after a short time.



EXTRA TANKS

The more tanks you have in reserve, the farther you'll go in this game. It's a long way between New York and San Francisco, even without hordes of crazed mutants trying to stop you!



GRENADES

Grenades are very useful for clearing out minefields. If you use them against enemy tanks, remember that they have delayed fuses and will bounce off of objects.



MINES

Mines are very powerful and are great for defending your bases. Just remember that they don't discriminate between friend or foe, and you can be damaged by your own mines.



CLOAKING DEVICE

The Cloaking Device makes you invisible to radar as well as to the naked eye. Be warned, though, that you'll reappear for a moment when you fire or when you're hit.



GUN BUDDIES

Gun Buddies are one of our favorite power-ups. When you activate the, they drop auto gun turrets on the ground. The Gun Buddy attacks any enemy tanks that come in range until they're destroyed.





GOIN' GANGBUSTERS

You'll encounter various gangs in this game, each with different strengths and weaknesses. In the multiplayer modes, you can ride with the gang of your choice. Here's a breakdown of all of the group, including the color of their tanks and their favorite weapons.



GRIFFIN'S ARMY

As Griffin Slade, you begin each Campaign mission with no power-ups. In multiplayer games, you begin with a random power-up. Your army is one of the most balanced groups.



TANK COLOR: STEEL GRAY
WEAPON: RANDOM
SPEED / FIREPOWER / ARMOR / INTELLIGENCE

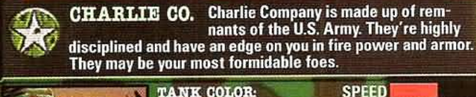


URBAN DECAY

After the government fell, the street gangs of New York organized and took over the island of Manhattan. Despite their horrific appearance, these gang bangers are highly intelligent.



TANK COLOR: GOLDEN GRAY
WEAPON: SWARMER MISSILES
SPEED / FIREPOWER / ARMOR / INTELLIGENCE



CHARLIE CO.

Charlie Company is made up of remnants of the U.S. Army. They're highly disciplined and have an edge on you in fire power and armor. They may be your most formidable foes.

TANK COLOR: OLIVE DRAB
WEAPON: LASER
SPEED / FIREPOWER / ARMOR / INTELLIGENCE



AFTER SHOCKS

The After Shocks hail from southern California, but they're expanding their territory northward. They prefer the open road to urban combat zones, and speed is their signature skill.



TANK COLOR: DARK ORANGE
WEAPONS: GRENADES & MINES
SPEED / FIREPOWER / ARMOR / INTELLIGENCE

DARK ANGELS

The Dark Angels battle not for money or political power, but to appease their dark god. Equipped with Cloaking Devices, they strike without warning, then fade into the shadows.



TANK COLOR: BLACK
WEAPON: CLOAKING
SPEED / FIREPOWER / ARMOR / INTELLIGENCE



NUCLEAR KNIGHTS

A product of genetic engineering, the Nuclear Knights are a band of homicidal super soldiers. They're armed with stolen Nukes and are one of the most feared gangs.



TANK COLOR: BROWN
WEAPON: NUKE
SPEED / FIREPOWER / ARMOR / INTELLIGENCE



MECH MANIACS

"Paranoid" is the word that best describes the Mech Maniacs. Members of various extremist groups, they trust no one. They shoot first and never get around to asking questions.



TANK COLOR: DARK GRAY-GREEN
WEAPON: GUN BUDDY
SPEED / FIREPOWER / ARMOR / INTELLIGENCE



SKULL RIDERZ

Made up of former outlaw bikers, the Skull Riderz now roam the highways in blood-red tanks equipped with guided missiles. What they lack in defense they make up for in speed.



TANK COLOR: BLOOD RED
WEAPON: GUIDED MISSILE
SPEED / FIREPOWER / ARMOR / INTELLIGENCE



PSYCHO BRIGADE

When the government collapsed, so did the prison system, releasing thousands of violent felons. With little direction, these Psychos loot and pillage at random.



TANK COLOR: LIGHT BLUE
WEAPON: SHIELD
SPEED / FIREPOWER / ARMOR / INTELLIGENCE

MULTIPLAYER MAYHEM

ANNIHILATION

There are four multiplayer games for one to four tank commanders, the first of which is Annihilation. In Annihilation, each combatant battles until his or her tank is destroyed. The last surviving warrior wins.

BATTLELORD

BattleLord is the tank version of "capture the flag." You must find your enemy's base and destroy it to find their QueenLord inside. You then take that QueenLord back to your base. In the meantime, you must also protect your base from enemy raiders.

DEATHMATCH & FAMILY MODE

In a Deathmatch, the first player to destroy seven enemy tanks wins the game. The Family Mode rules are the same, but the controls are simplified. In Family Mode, your main gun turret is disabled, and you must collect power-ups to gain weapons.



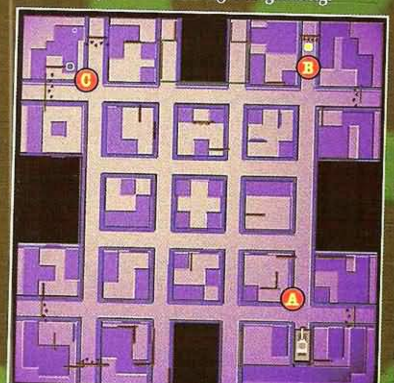
In multiplayer games, you can either go solo or team up with one or two of your fellow tank drivers. Players can choose different gangs and tanks, even if they're on the same team. You also have a choice of arenas, dificulty levels and control setups.

CAMPAIGN: THE FALL

In this review, we'll cover the first two chapters in the Campaign, totaling seven regular stages and two bonus stages. We've included icons on each map showing the starting point for your tank as well as the locations of power-ups and enemy units. The letters on the maps correspond to specific tips and the screen shots that explain them.

1. GROUND ZERO: DESTROY FIVE TANKS

Your quest begins, of all places, in Queens, NY. The goal is simple: frag five enemy tanks before they frag you. If you complete a stage before a set "par" time, you'll receive extra bonus points, so practice running and gunning.





Each stage is full of enemy vehicles and gun turrets that aren't part of your main objectives. You begin this stage with a turret ahead of you. Shoot it or blow up the barrels around it to destroy it, then grab the radar.



This enemy turret conceals a Nuke. If you want to go for a record completion time, drop the Nuke on one end of the stage, then hightail it for the other. Even at that distance, you'll likely take some damage.



Buildings and walls with cracks in them can be knocked over or blown up. Buildings often conceal enemies and items, like this extra tank icon. Extra tanks are the only items or power-ups carried over from stage to stage.

MAP LEGEND

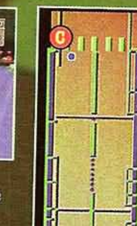
- Swarmers
- Grenades
- Mines
- Shields
- Guided Missiles
- Nuke
- Extra Tank
- Griffin's Start Point
- Griffin's Goliath
- Griffin's QueenLord
- Bunker
- Fortified Bunker
- Enemy Goliath
- Enemy QueenLord

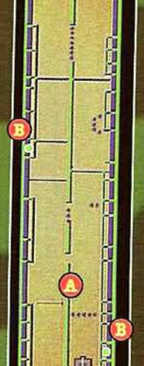
2. THE TUNNEL: CROSS THE TUNNEL

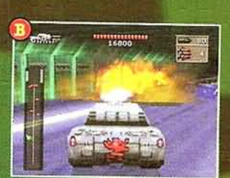
Your next mission is to cross over from Queens to Manhattan. The tunnel you're following is lined with enemy tanks, armored cars and gun turrets. You don't have to destroy everything to complete the stage, but remember that you do receive bonus points for every enemy tank that gets tanked.



Blast the cracked area at point A to open a path to the other lane. Remember that only tanks are marked on radar. Machine-gun-toting armored cars and gun turrets are not.



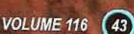




There are Swarmers on both sides of the tunnel. The farther the Swarmers fly, the farther apart they spread, decreasing your chances for a hit.

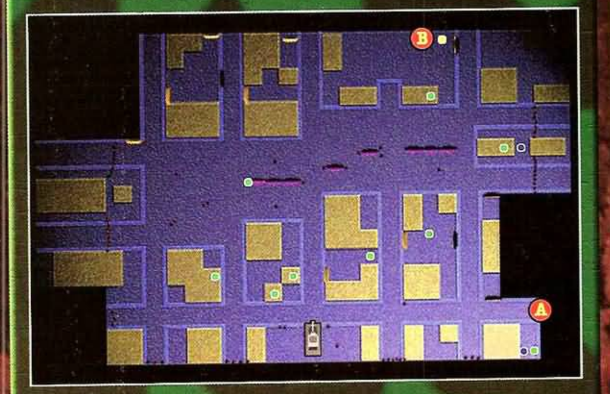


Be sure to move over to the left side of the tunnel before you reach the end. There's an extra tank icon hidden within this fuel truck.



3. TIMES SQUARE: DESTROY 15 TANKS

Times Square has been overrun by Urban Decay, and it's your job to clean up the mess with a little explosive disinfectant. The key here is to keep moving. The enemy tanks are faster, smarter and more aggressive than before, and they'll actively seek you out. There are 15 of them and only one of you, so keep an eye on your armor.





Collect as many health power-ups as you can find, but remember that you must select and use them manually when your armor gets low. If your tank is destroyed, you'll lose any power-ups you had, and they won't reappear in the stage when you continue the battle.

Collect at least three sets of Swarmers (15 or more missiles), then press A and B simultaneously to fire a continuous volley. This will use up all of your missiles, but if you swing your tank from side to side, you can take out multiple targets all at once.





Destroy this turret, then turn to your right. Blast through several cracked walls to find an extra tank in the corner. Watch your back, though, and make sure you don't get boxed in.

The quickest way to end the stage is to set off the Nuke. Be sure to blow up the barrels around it before you try to grab it. Even if you just nudge a barrel gently, it will explode, taking you with it.



4. STRANGLEHOLD BRIDGE: CROSS THE BRIDGE

The only way out of Manhattan is across George Washington Bridge, now affectionately referred to as "Stranglehold Bridge." This is the first time you'll encounter enemy tank bunkers. These bunkers manufacture new tanks at intervals, so be sure to take them out as you go.





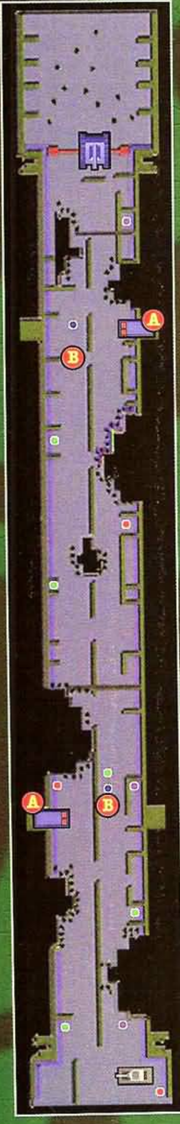
This is also the first time you'll find Guided Missiles. They'll be very useful against the Goliath tank stationed at the end of the bridge. Clear a path to the Goliath, then retreat to a safe distance. It will take about three missiles to destroy the Goliath.



This is what an enemy bunker looks like. Take the time to take them out. If you don't destroy them as you roll across the bridge, you'll find yourself being ambushed from behind.



There are two Extra Tank icons in the middle of minefields. Use your grenades to clear the mines so you can collect these items safely.



BONUS ROUND

After you complete each chapter in the Campaign, you'll enter a bonus round. You'll be at the controls of a Goliath tank, and the object is to destroy as many waves of enemy tanks as you possibly can. The more waves you destroy, the higher the rank you'll achieve and the more bonus points you'll collect. There are power-ups scattered around your tank, so be sure to make good use of them.



Your Goliath has unlimited regular ammo, so don't be shy about using it. If you keep moving, you may survive long enough to brag about it. The chart shows the ranks you can achieve for each wave destroyed.



WAVES COMPLETED:

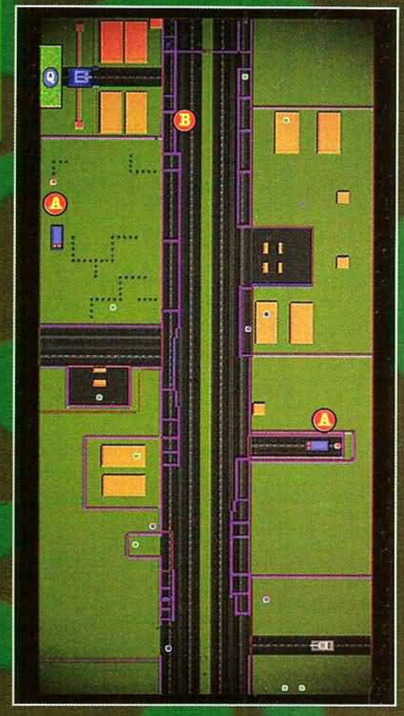
- 0: NEWBIE
- 1: ARMORED AMATEUR
- 2: CAPTAIN COMPETENT
- 3: BATTLE ASSASSIN
- 4: CRUSHER
- 5: DEVASTATOR
- 6: WIZARD OF WAR
- 7: NATURAL DISASTER
- 9: ARMORED ADMIRAL
- 10-13: BATTLELORD
- 13+: TOO GOOD TO BE RANKED

CAMPAIGN: THE QUEENLORD

You believe that Madison is somewhere on the west coast, possibly San Francisco. Now that New York is nothing but a bad memory, it's time to saddle up and head west. The trip won't be easy, though, and you'll likely find plenty of problems along the way that will call for your special, high-explosive attention.

1. THE HEARTLAND: RESCUE ONE QUEENLORD

The various gangs are ruled by women warriors known as QueenLords. Some QueenLords have been taken hostage by rival gangs, and being the sympathetic soul that you are, you're going to rescue them. The hostage in this stage is in the compound at the far end of the highway. Your best bet is to use hit-and-run attacks and to take out the bunkers early.





The stage is littered with minefields. You can navigate safely through most of them, but be very careful. If you don't have any grenades, you can knock a tree over onto a mine to set it off.



Once again, try to use your Swarmers at close range, but keep moving so your enemies can't home in on you. For a bigger punch, fire your Swarmers and your main gun simultaneously.



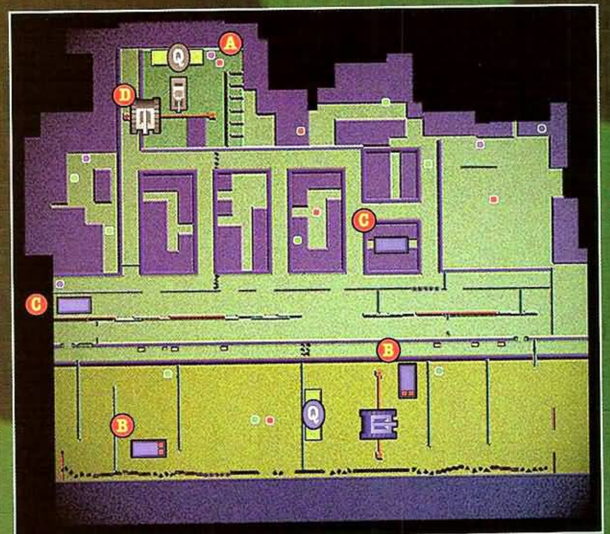
For every tank you destroy, these bunkers will spew out a new one and more besides. Take them out as quickly as you can. You'll also find Guided Missiles near both of them. Save the missiles for the Goliath tank that's guarding the hostage.



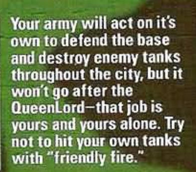
When you take on the Goliath, hang back and guide your missiles around these buildings. If the Goliath destroys these buildings, watch out—they contain enemy gun turrets.

2. LAKE SHORE DRIVE: RESCUE ONE QUEENLORD

Inspired by your courage, other tank drivers have begun to leave their gangs and join you on your quest to restore some semblance of order to the nation. They'll help protect the first QueenLord you rescued while you search for the next one. You've also managed to acquire a Goliath tank, which will make a fine addition to your growing arsenal.







Your army will act on it's own to defend the base and destroy enemy tanks throughout the city, but it won't go after the QueenLord—that job is yours and yours alone. Try not to hit your own tanks with "friendly fire."



The area around your base is fully stocked with power-ups, including Radar, Health, Guided Missiles and Swarmers. You may want to keep some power-ups in reserve, in case you lose a tank along the way.



Don't waste your time destroying all the buldings in this area. There aren't many power-ups, and you should concentrate on destroying the enemy units.



You'll find both regular enemy bunkers and fortified bunkers in this stage. The fortified bunkers can't be destroyed, so don't even try. Like the regular bunkers, the fortified bunkers manufacture new tanks at regular intervals. In addition, as soon as you rescue the QueenLord, the fortified bunkers will churn out another wave.



Your base will also be guarded by a Goliath tank, which will fire at anything that comes within range. The Goliath has good AI, but if you receive a message saying that it is under attack, you can press top C to switch from your main tank to the Goliath. When the threat is taken care of, you can switch back and continue your mission.





STATE STREET
RESCUE TWO QUEENLORDS

Your situation is rapidly becoming more complicated. You've vowed to rescue two QueenLords in this territory, but the Psycho Brigade is teaming up with the Skull Riderz to stop you. They've built fortified bunkers all around State Street and have two Goliath tanks at their disposal. The situation looks grim, and you'll need all your cunning to succeed.



Collect some of the power-ups sitting around your base including the shield, then head toward the area marked "B" on the map. Take out the enemy bunker along the way. Now destroy the gun turrets at area "B" before your shield fades. There are more power-ups in this area, including another shield and some Guided Missiles.



You'll be able to collect and use mines for the first time in this stage. You can place them around your base for added protection or place them in front of enemy bunkers to destroy any new tanks that pop out.



You'll find an Extra Tank and a shield at point "D," which will come in handy when you attack the Goliath nearby. If you're really daring, try zipping past the Goliath and dropping mines along its rail.



If your QueenLord is captured, go after the tank that's holding her immediately. Once you rescue her, don't return her to the base. She'll be safe with you, as long as your tank isn't destroyed.



Once you destroy the turrets at point "B," head toward the roadblock at point "C." Use your Guided Missiles to destroy the Goliath tank at the other end of the street. You'll be safe from its main gun at this distance. If you have any missiles to spare, take out the nearby turrets as well.





The State Street mission is followed by another Bonus Round. It has the same setup and rules as the previous one, but you may find the competition a bit more fierce. Run to the right immediately to grab Swarmers. Run to the left for extra health.

WESTWARD HO!

You've made it through the Midwest, but your search for true love will continue through eight more frenetic stages. If you find yourself down to your last tank, a Controller Pak save feature and a password system will allow you to pick up right where you left off, battling for justice. You'll find that BattleTanx dishes up a ton of furious fun and replay value in all modes.



The winding corridors and wide-open spaces of Turok 2 can be maddening. Instead of pulling your hair out as you hunt the Primagen, have a peek at these detailed maps provided by Acclaim, exclusively for Nintendo Power.

MATURE M AGES 17+ CONTENT RATED BY ESRB

TUROK 2™

PORT OF ADIA

Once a bustling commercial center, the port has been destroyed by ruthless dinosoids under the influence of the Primagen. The marauders may look like rejects from Manimal, but they successfully wiped out all human stragglers and have now turned their attentions to you. The odds aren't pretty, but neither's the fate of the universe if the Primagen escapes.

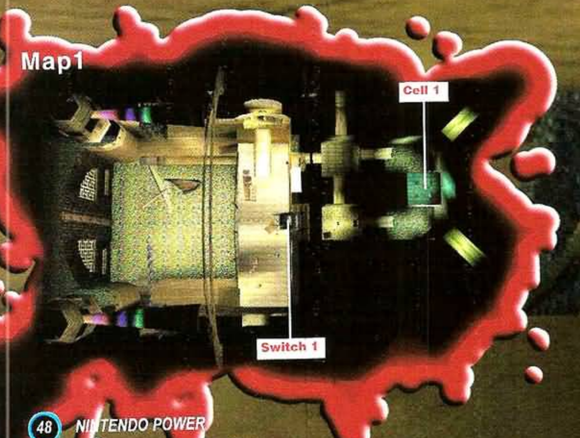
INVENTORY

On the port level, you'll need to locate six keys, three of which open level two. The rest will unlock level three. You'll also find a piece of the dreaded nuke weapon, as well as part of the key to the Primagen's lair.

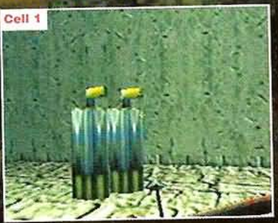


X3


X3

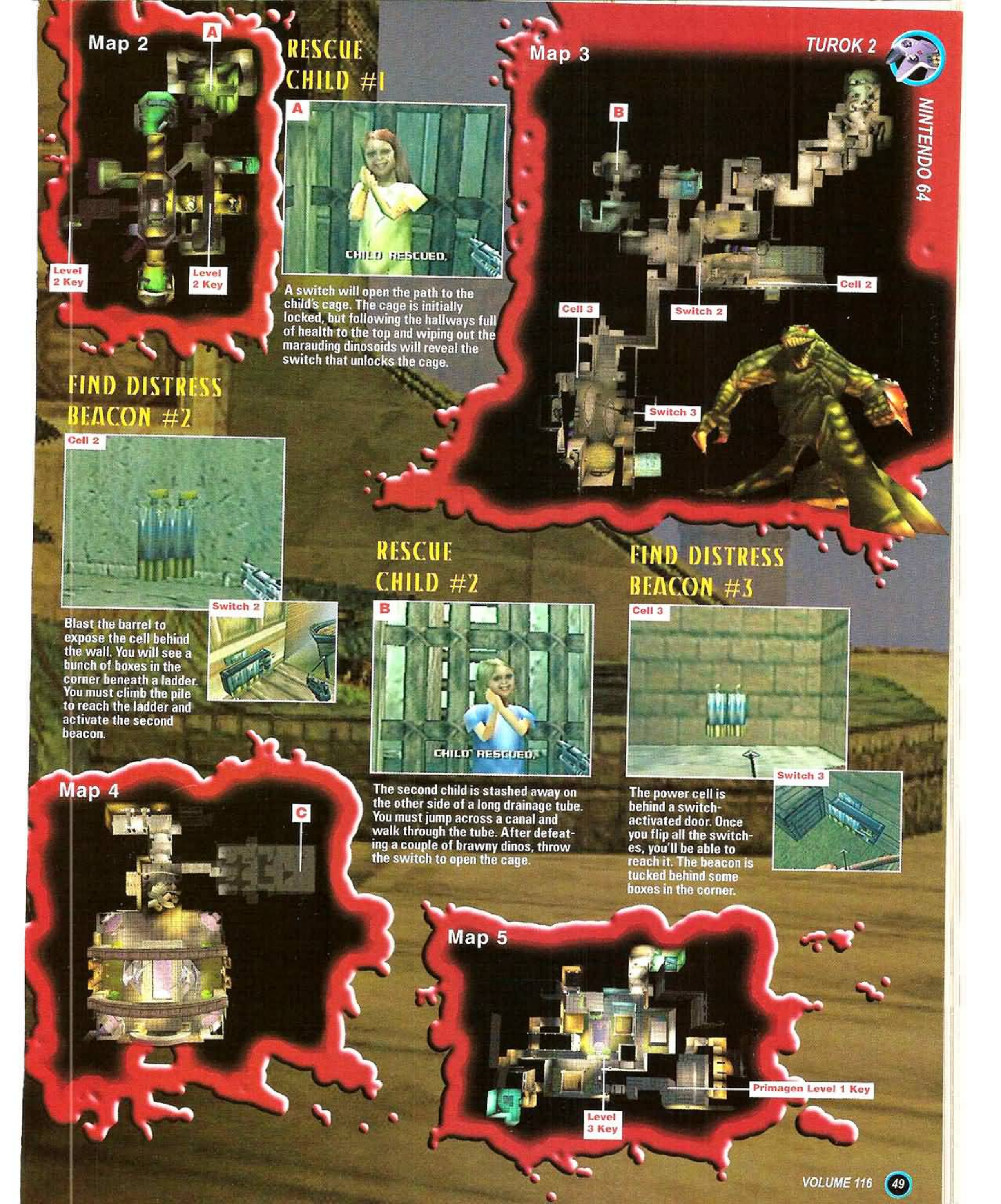



FIND DISTRESS BEACON #1





An explosion will uncover the first beacon, but without the power cell it is useless. Looking past the beacon, you will see a lone barrel. Use an arrow to blow the barrel and expose a hidden ladder. Follow the trail of yellow triangles to the power cell.



RESCUE CHILD #1

A switch will open the path to the child's cage. The cage is initially locked, but following the hallways full of health to the top and wiping out the marauding dinosoids will reveal the switch that unlocks the cage.

FIND DISTRESS BEACON #2

Blast the barrel to expose the cell behind the wall. You will see a bunch of boxes in the corner beneath a ladder. You must climb the pile to reach the ladder and activate the second beacon.

RESCUE CHILD #2

The second child is stashed away on the other side of a long drainage tube. You must jump across a canal and walk through the tube. After defeating a couple of brawny dinos, throw the switch to open the cage.

FIND DISTRESS BEACON #3

The power cell is behind a switch-activated door. Once you flip all the switches, you'll be able to reach it. The beacon is tucked behind some boxes in the corner.



RESCUE CHILD #3

C

The third child is beyond a maze of falling drawbridges controlled by switches. A regiment of dinosoids patrols the area, so you'll need to be quick on your feet while avoiding falling into the darkness below.

RESCUE CHILD #4

D

Battle your way up the hallways in the tall chamber to find the switch that opens the cage. Be sure you have the full amount of bullets, because the dinosoids here are on the rampage.

FIND THE NUKE PIECE

E

The sealed warp portal leads to an industrial-looking complex with industrial-strength bad guys. Defeat the cycloptic enemies by any means necessary (preferably bullets) to reveal the nuke piece and the way out.

DEFEND THE ENERGY TOTEM

F

You must defend the energy totem at all costs. The dinosoids will fire at the totem from far away, making it difficult to reach them while the others pound on it up close. The red bar represents how many more dinos you must topple before the totem will be safe.



BUCK BUMBLE
"Vastly original" -GAMER'S REPUBLIC
"Entertainment that no N64 fan should miss" -GAME PRO
"I love this game" -Q64
CRITICS AGREE BUCK IS THE BEE!
"One of the coolest action games of the year" -NINTENDO POWER
EVERYONE
E
CONTENT RATED BY ESRB
ARGONAUT SOFTWARE LTD
NINTENDO 64
Ubi Soft
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FIFA 99™



© 1998 EA Sports.

Some things in life just seem to keep getting better, like FIFA games from EA Sports. More options, better AI, greater speed, and customizable players, teams and leagues make FIFA '99 the best booter in video soccer, particularly if you love European soccer clubs and realistic game play.

THE BEST IN ANY LANGUAGE

You may sprain your tongue trying to pronounce some of the team names in FIFA '99, but the improvements from World Cup '98 speak for themselves. Quick passes, better heading, sharper goalkeeping and the ability to make snap strategy changes on the fly, not to mention the best graphics in the genre, make FIFA '99 an incredible competitor. EA Sports has scored again.

Rapid-Fire Passes



Spot-On Headers



World-Class Goalkeeping



Hands-On Coaching



IT'S THE PITCH

Reality starts from the ground up. The stadiums in FIFA '99 were modeled after 19 of the most famous arenas in Europe. Extra tournament points go to teams that score in "away" stadiums, just as in real FIFA competition.

MANCHESTER



KIEV





BARCELONA



COPENHAGEN



GLASGOW



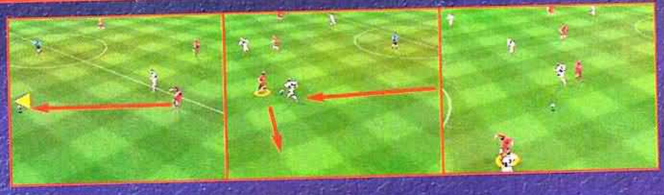
MONACO



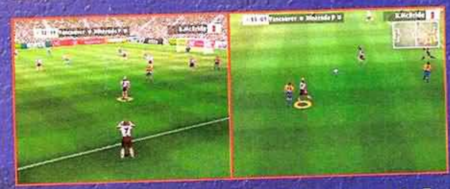
HOW TO HUMBLE THE CPU

One-Time Passes

When you're on offense, use the one-time pass technique to push the ball up the pitch and keep a step ahead of the defense. In the sequence, the midfielder takes the pass from the backfielder and immediately passes the ball out to the side. Played correctly, the midfielder won't slow the ball.



Misdirection



In situations such as throw-ins and corner kicks, press the Z button and R Button simultaneously to make the closest character ignore the ball . The next closest player will get the ball in the clear.

Wait for Help



Don't send the striker charging ahead without backup support from the midfielders. With more players available for making passes, you stand a much better chance of getting a goal.

Change Your Pace



Switch strategies between defensive and offensive bias from time to time. The CPU will choose the opposite strategy if it senses a bias on your part. When you switch, you can catch the CPU off guard.

Low Ball



When pressing on offense, try to keep the ball low to the ground. Low shots on goal and low passes between players stand less chance of being blocked or taken away.

WHO NEEDS A GOALIE?

Maintain Possession

The surest form of defense is to keep the ball away from the opposing team. If you get a lead of one or two goals, play keep away by isolating three-on-one. Continue passing between your players until more defenders show up. When that happens, it means that another three-on-one opportunity can be found elsewhere on the pitch.



Protect the Box



The box that extends out from the goal area is the most dangerous part of the field when you're on defense. When the ball is in this area, keep your defenders between the ball and the goal. Don't get overly aggressive or try to make a play on the ball.

The Foul Play

Use the deliberate foul option (the top C Button) to stop ball-handlers, but attempt this move only if the referee isn't in the area. You should get away with it if he's not around.



POWER COACHING

Here are more of our favorite Power tips and general strategies for FIFA '99. Many of the tips have direct parallels with real soccer strategies. In fact, if you know other strategies, chances are they'll apply to FIFA '99, too. The four end-game tactics may be your best weapons in the game.

Have a Plan



With the default strategy settings you can call for offensive, defensive or neutral strategies. Even better, choose your own settings and use them to gain an advantage during a match.

The Subs



Many teams have some of their best players on the sidelines at the start of a match. It pays to know the strength of all your players. You may wish to bring in the strongest players late in a match.

Pressure



You can select this end-game tactic by pushing the Z and R Buttons and the top C Button. It makes your players swarm the ball handler when you're on defense. Use it when you're behind.

Through Passes



This is a very effective offensive technique to get behind defenders. Push Z and R plus the right C Button to send a player darting forward. The trick is to get him the pass before he's offsides.

WingBack Runs



Push the Z, R and left C Buttons to activate the wing run. It's like a through pass, but you'll hit a wing running down the sideline instead of a striker moving up the middle of the pitch.

Offside Trap



If your opponent pushes aggressively forward on defense, you can try the offside trap, which pushes your defenders upfield. Push Z, R and the bottom C Button to activate this tricky maneuver.

A TEAM OF YOUR OWN

Some of the best features in FIFA '99 don't even take place on the field. Players can create new characters and edit characters, trade players between different teams, build new leagues and tournaments, and even design their own soccer uniforms for their new players and teams to wear.

A Better Player



If you don't have the player you want, build your own. Each custom player can be specialized with different attributes and skills.

Send 'em Packing



As the owner, manager and coach of your chosen club, you can trade any player you'd like. Weaker teams have more money to spend to improve their squads.

Create Competition



Players can create and customize tournaments and leagues. Include any teams you want and decide on the type of competition, such as groups or single elimination.



Dressed to Kick

FIFA '99 even lets players design custom uniforms and save them on a Controller Pak for later use. Check out our favorite Power designer uniforms.



EURO BALL

FIFA '99 includes virtually all of the major European soccer clubs and international teams. In the chart to the right, we've listed the attributes of each national squad plus its current FIFA ranking. The arrow indicates if the team has moved up, down or remained at the same rank from the previous year.

DREAM TEAMS

One of the best modes in FIFA '99 is the European Dream League, which features the best football clubs in Europe all competing in two groups for the European championship. The level of competition is tremendous, and the Dream League may soon become a reality since FIFA is discussing the possibility of forming such a league.

	SHOOTING	SPEED	PASSING	DEFENSE	OVERALL
AC MILAN	10	10	10	10	10
ARSENAL	7	7	7	8	8
BAYERN MUNICH	8	8	9	8	8
BENFICA	8	8	8	8	8
BRONDBY	10	10	10	10	10
DORTMUND	9	8	9	9	9
DYNAMO KYIV	8	8	8	8	8
FC BARCELONA	7	7	8	7	8
FEYENOORD	8	8	9	9	9
GALATASARAY	7	7	7	7	7
GÖTEBORG	10	9	9	9	9
INTER MILAN	9	9	9	9	9
JUVENTES	8	8	9	9	9
LIVERPOOL	9	9	9	9	9
MANCHESTER UTD.	10	10	10	10	10
MONACO	10	10	10	10	10
PARIS SG	10	10	10	10	10
RANGERS	7	7	7	7	7
REAL MADRID	7	8	8	8	8
ROSENBORG	7	7	7	7	7

	SHOOTING	SPEED	PASSING	DEFENSE	OVERALL	RANK
ARGENTINA	10	10	10	10	10	5 ↑
AUSTRALIA	7	7	7	8	8	33 ↑
AUSTRIA	8	8	9	8	8	22 ↑
BELGIUM	8	8	8	8	8	31 ↑
BRAZIL	10	10	10	10	10	1 =
BULGARIA	9	8	9	9	9	45 ↓
CAMEROON	8	8	8	8	8	40 ↑
CANADA	7	7	8	7	8	93 ↓
CHILE	8	8	9	9	9	15 ↑
CHINA PR	7	7	7	7	7	57 ↓
COLOMBIA	10	9	9	9	9	27 ↓
CROATIA	9	9	9	9	9	4 ↑
CZECH REP.	8	8	9	9	9	7 ↓
DENMARK	9	9	9	9	9	18 ↓
ENGLAND	10	10	10	10	10	10 ↓
FRANCE	10	10	10	10	10	2 ↑
GERMANY	10	10	10	10	10	3 ↓
GREECE	7	7	7	7	7	55 ↓
IRAN	7	8	8	8	8	44 ↑
ISRAEL	7	7	7	7	7	36 ↑
ITALY	10	10	10	10	10	6 ↑
JAMAICA	7	7	7	7	7	32 ↑
JAPAN	8	8	9	8	8	21 ↓
KOREAN REP.	8	8	9	9	9	19 ↑
MEXICO	8	8	9	9	9	11 ↓
MOROCCO	7	7	8	8	8	13 ↑
NETHERLANDS	10	10	10	10	10	9 ↑
NIGERIA	9	8	9	9	9	68 ↑
NORWAY	8	9	9	9	9	14 ↓
PARAGUAY	8	8	8	8	8	24 ↑
PORTUGAL	8	8	9	9	9	39 ↓
REP. OF IRELAND	8	8	8	8	8	52 ↓
ROMANIA	9	9	10	9	9	12 ↓
RUSSIA	9	9	9	9	9	35 ↓
SAUDI ARABIA	8	8	8	8	8	30 ↑
SCOTLAND	8	8	8	8	8	37 =
SOUTH AFRICA	7	7	8	7	8	28 ↑
SPAIN	10	9	10	10	10	16 ↓
SWEDEN	8	8	8	8	8	25 ↓
TUNISIA	7	7	8	7	8	26 ↓
USA	8	8	8	8	8	17 ↑
YUGOSLAVIA	9	9	10	9	9	8 ↑

↑ Improved from Last Year


Fallen from Last Year

= No Change from Last Year

EUROPE IS YOUR PLAYGROUND

All the major European teams have been included in FIFA '99, but there's only a token presence of teams from the Western Hemisphere. That's fine if you're a fan of European soccer or USA or Brazilian teams. Otherwise, you're out of luck. The scores next to the team names indicate overall team strength.



Belgium	7.44
Aalst	8
Anderlecht	9
Beveren	7
Charleroi	7
Club Brugge	8
E Mouscron	8
Germ. Ekeren	7
Genk	8
Ghent	7
Harelbeke	7
Kortrijk	8
Lierse	7
Lokeren	7
Lommel	7
Oostende	7
St. Truiden	7
St. Liege	8
Waterlo	7

Brazil	7.75
Atletico Mineiro	8
Flamengo	8
Internacional PA	7
Juventude	8
Palmeiras	8
Portuguesa	8
Santos	8
Vasco de Gama	7

England	8.42
Arsenal	9
Aston Villa	8
Blackburn	8
Charlton	8
Chelsea	10
Coventry	8
Derby	8
Everton	8
Leeds	8
Leicester City	8
Liverpool	9
Manchester United	10
Middlesborough	8
Newcastle	9
Nottingham Forest	8
Sheffield Wednesday	8
Southampton	8
Tottenham Hotspur	9
West Ham Utd.	8
Wimbledon	8

France	8.00
Auxerre	8
Bastia	8
Bordeaux	8
FC Metz	8
Le Havre	8
Lorient	8
Lyon	8
Marseille	9
Monaco	8
Montpellier	8
Nancy	8
Nantes	8
Paris SG	8
RC Lens	8
Rennes	8
Sochaux	7
Strasbourg	8
Toulouse	8

Germany	8.17
1860 Munich	7
Bayern Munich	9
Bochum	8
Borussia M'gladbach	8
Dortmund	9
Duisburg	8
Frankfurt	8
Freiburg	8
Hamburger SV	8
Hansa Rostock-R	8
Hertha BSC	8
Kaiserslautern	8
Leverkusen	8
Nurnburg	9
Schalke	9
Stuttgart	8
VfL Wolfsburg	8
Werder Bremen	8

Holland	7.17
AZ Alkmaar	7
Ajax	9
Cambuur	8
FC Twente	8
FC Utrecht	7
Feyenoord	8
Fortuna Sittard	6
Heerenveen	7
MVV Maastricht	7
NAC Breda	7
NEC	7
PSV Eindhoven	8
RKC Waalwijk	7
Roda JC	7
Sparta Rotterdam	6
Vitesse	7
Willem II	7
de Graafschap	6

Italy	8.11
AC Milan	10
Bari	7
Bologna	8
Cagliari	8
Empoli	7
Fiorentina	9
Inter Milan	9
Juventus	9
Lazio	9
Parma	9
Perugia	8
Piacenza	7
Roma	8
Salernitana	7
Sampdoria	8
Udinese	8
Venezia	7
Vicenza	8

Portugal	7.11
Academica	7
Alverca	7
Beira-Mar	7
Benfica	8
Boavista	7
Braga	7
Campo Maiorense	7
Estrella Amadora	7
Farense	7
Leca	7
Maritimo	7
Porto	8
Rio Ave	7
Salguerios	7
Sporting Lisbon	7
Uniao Leiria	7
Vitoria Guimaraes	7
Vitoria Setubal	7

Scotland	7.70
Aberdeen	8
Celtic	8
Dundee	7
Dundee United	8
Dunfermline	8
Hearts	7
Kilmarnock	8
Motherwell	7
Rangers	9
St. Johnstone	7

Spain	7.95
Athletic Club	8
Atletico Madrid	9
CD Tenerife	8
CF Extremadura	7
D. Alavés, SAD	6
Deport. Coruña	9
FC Barcelona	10
R. Valladolid	7
RC Celta	8
RCD Español	8
RCD Mallorca	8
Real Betis	8
Real Madrid CF	10
Real Oviedo	8
Real Racing C.	7
Real Sociedad	8
Real Zaragoza	8
UD Salamenca	7
Valencia CF	8
Villa Real CF	7

Sweden	7.00
AIK	7
Elfsborg	7
Göteborg	7
Hacken	7
Halmstad	7
Hammarby	7
Helsingborg	7
Malmö	7
Norrköping	7
Trelleborg	7
Vastra Frolunda	8
Örebro	7
Örgryte	7
Öster	6

USA	7.38
Atlanta	7
Boston	5
Chicago	7
Dallas	8
Detroit	8
Los Angeles	7
Miami	8
Montreal	6
New Orleans	8
New York	8
Philadelphia	8
San Antonio	8
Seattle	6
St. Louis	6
Toronto	10
Vancouver	8

The Rest of Europe	
AEK Athens (Greece)	8
Amica Wronki (Poland)	8
Anothorsis Famagust (Cyprus)	7
Apollon Limassol (Cyprus)	7
Beitar Jerusalem (Israel)	7
Besiktas (Turkey)	8
Brondby (Denmark)	8
CSKA Kiev (Ukraine)	7
Croatia Zagreb (Croatia)	8
Dynamo Moscow (Russia)	8
Dynamo Kiev (Ukraine)	7
Dynamo Tblisi (Georgia)	8
FC Copenhagen (Denmark)	8
FC Kosice (Slovakia)	8
FC Zurich (Switzerland)	8
Galatasaray (Turkey)	8
Grasshopper (Switzerland)	8
HJK (Finland)	8
Hadjuk Split (Croatia)	8
Haka Valkeakoski (Finland)	8
Jablonec (Czech Rep.)	7
LKS Lodz (Poland)	8
Lausanne (Switerland)	8
Levski Sofia (Bulgaria)	8
Litex Lovech (Bulgaria)	8
Lokomotiv Moscow (Russia)	7
MTK (Hungary)	7
Maccabi Haifa (Israel)	6
Maribor Teatanic (Slovenia)	7
Metalurgs (Latvia)	8
Obilic (Yugoslavia)	8
Olympiakos (Greece)	7
Panathinaikos (Greece)	8
Panionios (Greece)	8
Partizan Belgrade (Yugoslavia)	8
RS Belgrade (Yugoslavia)	8
Rapid Bucharest (Romania)	9
Rosenborg (Norway)	7
Rudar Velenje (Slovenia)	8
SV Reid (Austria)	8
Servette (Switzerland)	8
Skonto Riga (Latvia)	7
Sparta Prague (Czech Rep.)	7
Spartak Moscow (Russia)	8
Spartak Trnava (Slovakia)	8
Steaua Bucharest (Romania)	8
Sturm Graz (Austria)	8
Ujpest (Hungary)	8
Valerenga (Norway)	8
Varteks Varazdin (Croatia)	8

SCARRED FOR LIFE

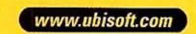
S.C.A.R.S.

SURVIVAL OF THE FASTEST

S.C.A.R.S. (Super Computer Animal Racing Simulation), the post-apocalyptic racing thriller, offers the coolest cars to drive and fight over the roughest terrains. These computer-generated animal-modeled cars purr, growl, roar to life, and crush the competition. All they require is you behind the wheel.















CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #



In Gear for the New Year

We didn't keep our New Year's resolutions long last year; in fact, Paul ate an entire package of Double Load O' Lard cookies not two days after vowing to give up the stuff forever. One resolution we can keep, though, is our pledge to bring you the best cheats and codes possible, starting with these three for F-Zero X. If you're a subscriber, you'll find a fourth F-Zero X code (All Cars and All Tracks!) in our Members Only special. Now if you'll excuse us, there's a tub of Triple Choco-lesterol ice cream calling us...

Shrink Vehicles

On the Vehicle Select screen, while holding the L and R Buttons, press left C and bottom C simultaneously. All vehicles will be small until you complete the current circuit.



Change Colors

On the Adjust Your Machine screen, press the R Button repeatedly to scroll through the various paint jobs. Do you have anything in mauve or puce?



Rotate Vehicle

On the Adjust Your Machine Screen, press the C Buttons to view your vehicle from different angles.



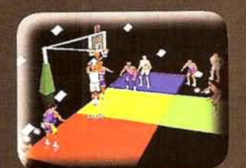
Kobe Bryant in NBA Courtside

Disco Revisited

Okay, there must be something in those cookies that alters our perceptions and makes us commit grievous errors: we goofed on the Disco Dance code we printed back in Volume 111. To make it up to you, here's the correct code, plus two new codes as a bonus. In addition, we've reserved a special Alien Team code for our Members Only feature. Even if you're not a subscriber (what's up with that?!), don't fret too much. We promise to reprint it and the All Car and Track code for F-Zero X in a future issue.

Disco Dance

During a game, press A, top C, Down, Up, bottom C, R, R, B, right C, right C and Z to change the court into a lighted dance floor. You can enter the Disco Dance and Big Head codes while paused or during play.



Big Heads

Here's the obligatory Big Head code: press Right, Right, Left, R, Z, Start, A, Start, A, Start and Z. With all NBA Courtside codes, use the Control Pad to enter directional commands.



Child's Play

On the main menu, press right C, right C, B, R, R, bottom C, Up, Down, top C, A and Z. This will shrink all of your players down to Munchkin size.



BODY HARVEST

Weapons and Wackiness

After wallowing in development limbo, Body Harvest finally burst onto the gaming scene last October and quickly became our pick for sleeper hit of the season. If you need help against the alien hordes, begin a new game and enter ICHEAT as your name. During play, press bottom C, top C, Up, Z, Z, Left and right C to increase the power of your weapons. To activate Surreal Mode and make the buildings dance, press bottom C, Up, Right, Right, right C, A and Left.



Use the Control Pad to enter these codes. To cancel a code, simply enter it again.



Nothing you learned in the space academy could have prepared you for this!

NHL 99

Password Cheats

Hockey is usually not the gentlest of sports, but this trio of trick passwords will add a bit of silly fun to the on-ice action. On the Options screen, highlight Password and press A to access the Password screen. To inflate your players' heads, enter BRAINY as your password. To pump them up all over, enter BIGBIG as your password. To increase the overall game speed, enter FAST as your password. Press A to lock in a password and return to the main Options screen.



These codes work together, but adding BRAINY to BIGBIG won't make much difference.



What are they feeding these guys, anyway? Never mind—we don't want to know!



Tiburon Stadium

To activate the hidden Tiburon Stadium, enter OURHOUSE on the Code Entry screen. Be sure to use the Add Code option before you exit and return to the main menu. Tiburon Stadium will appear near the bottom of the stadium list, between the Pro Bowl and the Super Bowl.



Once the code is entered, use the Add Code option to activate it.



The only things missing are the souvenir stands and the $10 hot dogs!



Everything But the Kitchen Sink

Here's a password that will give you practically everything but the kitchen sink. To receive 99 lives and all the remotes in the game, simply enter M758FQRW3J58FQRW4! as your password. You'll still have some work cut out for you, but you'll be able to finish the game in record time.



Enter the password exactly as it appears, including the exclamation point.



Having all the remotes will allow you to access any area in the game.

SpaceStation Silicon Valley

Bonus Game

This code gives you access to a hidden bonus game that's a cross between the classic Asteroids and Defender arcade games. On the Zone Select screen, press Down, Up, Z, L, Down, Left, Z and Down. If the code has been entered correctly, you'll hear a tone. Now enter any zone, then exit and return to the Zone Select screen. The bonus game will now be available from this screen.



Use the Control Pad to enter the code sequence.



You can zap asteroids and alien ships as long as you like.

Rampage World Tour

Hidden Stage Warp

If you're about to enter Atlanta, Louisville, Fairbanks, San Diego or Phoenix, you can warp to a hidden stage instead. When the city name appears, press Jump three times if you're George, Punch three times if you're Lizzy or Kick three times if you're Ralph. You can warp from Atlanta to Suburbia, from Louisville to the Warehouse, from Fairbanks to the Underworld, from San Diego to Caleb's City and from Phoenix to Area 69.



If you enter a code correctly, a message will appear.


After a bonus stage, you'll return to the "normal" world.

Flying Dragon

Think You're Tough?

This quick and dirty code enables a Very Hard difficulty setting. On the Options menu, highlight the Difficulty option and press Right until the Hard setting appears. Now press Right very quickly and repeatedly until the Very Hard setting appears. Now the only problem will be actually defeating your opponents on this setting!



Just keep pressing Right until Very Hard appears.



You'll need all your skill and cunning to win at this level.

Virtual Chess 64

Thinking Out Loud

Here's a trick that's more of a curiosity than anything else. At any time during a game, press top C, bottom C, left C, right C, Up, Down, Left and Right. Now whenever the computer is pondering a move, you'll see a row of scrolling numbers, letters and symbols. This literally shows what the computer is "thinking" as it calculates what to do next.


Use the Control Pad to enter the directional commands.


This code is a leftover from the game's development.

CLASSIFIED INFORMATION



Fly Mode

From the Island of Lost Codes comes this cheat password for the original Turok. Enter LKMBRD as your password to enable Fly Mode, which allows you to float anywhere in a stage and to walk through walls and area boundaries.



We can't believe we haven't printed this password sooner!



Use the L and R Buttons to float upward and downward.



Scouting Report

To see who your opponent has on the bench and in the bullpen, go to the Lineup and Bullpen screens before a game and press bottom C for an instant scouting report.



This sneaky little trick works with both Exhibition and Season games.



Once you see what the opposing lineup looks like, you can adjust your staff and strategy.



More Hidden Players

Here are more hidden players we uncovered for NFL Blitz. These characters are based, we believe, on various members of the Blitz programming team. Before you begin a game, just enter a name and PIN number from the list below. If the name and PIN are entered properly, you'll hear a voice say, "Lights out, baby!" Now whoever you control will have that character's head. You can build up a hidden player's record and stats and save them to a Controller Pak.

Character Name	PIN
CARLTN	1111
DANIEL	0604
FORDEN	1111
GENTIL	1111
JAPPLE	6660
JASON	3141
JENIFR	3333
LUIS	3333
MIKE	3333
ROOT	6000
SAL	0201
TURMEL	0322
VAN	1234



If a name and PIN are entered correctly, you'll hear a voice say, "Lights out, baby!"



You can build up a hidden character's stats and save them to a Controller Pak.

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

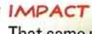
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

FROM 1998

THE TRENDS OF 1998

We've made it through another banner year, so it's time to party like it's nineteen ninety-ni...er, well, of course we'll party like that. It *is* 1999, after all, so how else could you party? And that's not to say that partying like it's 1998 is passé. Nay, young scenester, 1998 was more than just the year of the *Titanic*, the smoothie or the gourmet wrap. The past 365 days made up a year in which Nintendo set many trends—and others soon followed along the trails we blazed by introducing similar knockoffs. Coincidence? We think not! We shaped much of last year's news. (Do you like how we got John Glenn back in space? You're welcome.) While we party like it's this here year, see how else we've "influenced" 1998.

EVENT
In January, Nintendo continues to prepare the U.S. for the arrival of unbearably cute and cuddly creatures known as Pokémon.



IMPACT
That same month, the U.K. does the same thing, except their demon seeds go by the name of "Teletubbies."

EVENT
In June, THQ introduces the N64's first RPG, Quest 64, an adventure that stars Brian, a hero whose cowlicked lock of hair stands at full attention.

IMPACT
A month later, Cameron Diaz sports the very same hairdo in her movie *There's Something about Mary.*

EVENT
In Yoshi's Story, a dog incessantly yaps about wanting melons.



IMPACT
In TV commercials we get the same thing, except this pooch wants tacos and beans and stuff.

EVENT
In June, Banjo leaves Diddy Kong Racing to go solo. (Banjo-Kazooie, becomes one of the biggest hits of the year.)



IMPACT
In July, Ginger Spice leaves the Spice Girls* to go solo. (Unlike Banjo, she isn't heard from for the rest of the year.)

EVENT
In the summer, Banjo-Kazooie star Clanker the whale is set free in Clanker's Cavern.



IMPACT
In the fall, *Free Willy* star Keiko the whale is set free in Iceland.

EVENT
Insects infest games including Buck Bumble and Body Harvest, and asteroids abound in games such as Gex 64: Enter the Gecko and Space Station Silicon Valley.



IMPACT
Insects infest movies including *Antz* and *A Bug's Life*, and asteroids abound in movies such as *Armageddon* and *Deep Impact.*

EVENT
As the year winds down, the colorized edition of the Game Boy classic, The Legend of Zelda: Link's Awakening, is rereleased.



IMPACT
As the year winds down, a remastered version of 60-year old film classic *The Wizard of Oz* is rereleased. (There's no place like home or Hyrule.)

EVENT
Big is "in" for the fall. Gamers make the oversized heroes of WWF War Zone, WCW/nWo Revenge and Banjo-Kazooie the season's favorites.



IMPACT
Amidst the swelling popularity of professional wrestling games and Rare's adventure starring a big, sweaty, hairy, oafish lug of a bear, Jesse "The Body" Ventura manages to win the governorship of Minnesota.

EVENT
By the year's end, Shigeru Miyamoto's The Legend of Zelda: Ocarina of Time, an epic featuring a dreamy-eyed, elfin blond boy (ohhh, Link!), becomes the most successful video game ever.



IMPACT
By the year's end, James Cameron's *Titanic*, an epic that likewise features a dreamy-eyed, elfin blond boy (ohhh, Leo!), becomes the most successful movie ever. (Who cares about being "king of the world" when you've got the "game of the century?")

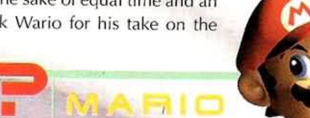
*Our first Spice Girls reference of the year. We apologize for starting 1999 on the wrong foot.



TO 1999

THE PREDICTIONS FOR 1999

As the millennium nears, we look to see what the future has in store for gamers. And who better than Mario to make predictions for 1999? Surprisingly, his forecast seems to be on target, as far as our crystal ball is concerned, but for the sake of equal time and an opposing view, we thought we'd ask Wario for his take on the future. Startling revelations! Shocking predictions! Thoughtful reflections! Wario failed to give us any of those! Instead, he gave us a few wild guesses, a pretty good hunch and a lot of offhanded, snide remarks. The year can only get better.



QUESTION?	MARIO	WARIO
What will more N64 games be using in 1999?	The Memory Expansion Pak.	Solar power and pocket-sized generators run by very, very tiny elves and gremlins—it's all in preparation for that Y2K bug.* I'm stockpiling canned goods and ramen noodles as we speak.
Where will we see Mario in 1999?	I'll be starring in a few new games, including Super Mario RPG 2.	At the end of my ten-foot pole. Enough about Mario and more about me! I'll be appearing in Mario Party, the all-star Olympics of video games developed by Hudson Soft!
Who else will be in Mario Party?	Peach, Luigi, Yoshi and Donkey Kong will be among the participants competing in races and obstacle courses in the multi-event, "virtual" board game. Of course, I'll be in the game, too.	It'll be hard for me to tell—if it's anything like a real party, I'll be wearing a lampshade on my head. And please don't tell me we'll be playing Twister at this party. I'd rather not have to bend over backward just so I can wedge my face in Donkey Kong's armpit.**
Will The Legend of Zelda: Ocarina of Time be the "Game of the Century?"	I'm sure it will be. Link's game is the most popular and critically-acclaimed game ever.	Link may be hot, but I predict I'll be starring with his archenemy in a home video inspired by the Waialae Country Club game. The King of Evil and I will be giving fairway tips while standing knee-deep in camouflaged holes to give the comedic illusion that we're hilariously short golfers. We plan on calling our little movie "Ganondorf on Golf."***
Where else will we see Donkey Kong?	In Donkey Kong 64.	At the end of a trail of fur and banana peels.
What will we see the Game Boy Printer doing in 1999?	Printing images from specially-compatible Game Boy Color games including The Legend of Zelda: Link's Awakening DX, Blitz and others.	Wasting paper, taking up space, printing "Mario's hat's on too tight," dispensing miniature "Kick Me" stickers...
In 1998, new developments helped the Game Boy print pictures, take snapshots and display games in color. What's next for Game Boy?	Rumble Pak shake-abilities will be built into certain Game Paks to make cartridges seismically tremble as you play them in your Game Boy.	The Game Boy Camera will also have a Rumble Pak built into it so all your snapshots will have that arty out-of-focus look. The Rumbling Camera will also allow you to "feel" your subjects say "cheese."****
What's next for Rare?	There's Banjo-Tooie, as well as Jet Force Gemini, a three-character space adventure that features a cooperative multiplayer mode. The developers at Rare are also using the GoldenEye 007 engine to run their upcoming first-person shooter, Perfect Dark.	Cleaning and disinfecting the inside of Banjo's backpack.
What's next for Mario this year?	More big hits in 1999!	Same thing, but I hope to work in a couple of good slaps and kicks on him, too. Someone sure needs to teach that Mario a lesson.*****

* Not true.
** Also not true. The simian party game of choice is Yahtzee, not Twister.
*** OK, now he's just making stuff up to spite us.
**** See "***" above.
***** Now that's just plain mean. It sounds like someone needs to put "anger management" on his list of New Year's Resolutions.

A dream for fans of slice 'em, dice 'em horror, Nightmare Creatures assails a sleeping London with a ravenous legion of things that go bump in the night. If your cup of tea is blood and gore, dare to swallow our review that unearths the combos and secrets for the first half of the game's 20 nightmarish levels. Sweet dreams are made of this.



Of the two characters seeking to stop the Brotherhood of Hecate's monstrous plot, Ignatius is the stronger fighter, and he has simpler combos.

More advanced players may prefer Nadia, a character whose agility and complex combos may help her avenge the loss of her father.

There's no rest for the wicked. In Activision's graphic, sanguine-stained gorefest, nightmarish monsters are summoned by an underground cult, the Brotherhood of Hecate, to give 19th-century London a rather rude awakening. Recommended for mature audiences only, Nightmare Creatures mixes a bloody cocktail of 3-D exploration with fighting game finesse and combos. If your stomach is strong, it's time to wake up and smell the coffin.

Combos

Nightmare Creatures incorporates fighting game elements into its frightening fray. Below is a reference chart detailing both characters' special attacks, but you won't be able to use any of the combos until you've earned them in the game.

Ignatius

Combo	Buttons
Triple Strike	B B B
Triple Kick	A A A
Temple Strike	B B A
Scottish Backhand	B A B
Last Judgment	A B ▽
Lung Kick	B ◁ A
Hammer Curl	A B B
Windmill Slam	A A A B
Crescent Kick	B A A
Hammerhead Crush	A B ◁
Cyclone Leg Sweep	B B B A
Judas Jack Knife	A ◁ ▽
Spin Strike	A B A B
Ahab's Revenge	B A B A
High Kick Feint	B ◁ B A

Nadia

Combo	Buttons
Triple Strike	B B B
Triple Kick	A A A
Side Flip Kick	B B ◁
Bloody Ballerina	B ◁+▽
Gymnast Strike	A A+▲
Divide & Conquer	A A+▲ B+A
Back Flip Kick	B B B A A+▲
Sever Slash	▲+B+A
Wuthering Slice	A A ▼+B
Rising Force	A B ▲+B+A
Feet of Fury	B A A A
Cyclone Volley	A A A B

Power-ups

Items, as well as monsters, lurk in London. To receive a random power-up, find 100% of all items and defeat 100% of all monsters in a level.

Proximity Mines

When you're surrounded by creatures, toss mines to defeat faraway foes so you can concentrate on battling nearby beasts.



Firebombs

Ashes to ashes, dust to dust, when fending off multiple monsters, throw a Firebomb at nearby foes to make them combust.



Repulsive Smoke

Defeating monsters replenishes your Adrenaline. To save some beasts for an emergency energy refill, release the smoke then flee.



Gun

One gunshot can retire most foes. Some, like Dockers and zombies, tend to be bulletproof, so opt for combos over bullets.



Freeze Spell

To quickly defeat an enemy, chill it into ice with the Freeze Spell. Once a foe is frozen, it will shatter seconds later.



Multigun

If creatures are circling around you, draw the Multigun to automatically fire three rounds in three different directions.



Dynamite

Use dynamite to blast the limbs off an enemy so you can battle the disarmed beast without fear of being clawed or grabbed.



Berzerker

To temporarily improve your blade, use the Berzerker. A streak of blue will stream from your weapon when the upgrade is working.



Flash

If you're having a monstrous time landing hits on a foe, unleash the Flash to stun and daze your opponent for 10 seconds.



Chaos

To turn the tables on mobs of monsters, wreak havoc with Chaos, a spell that turns enemies against one another.



Healing

The small spheres will refill a small portion of your Health Meter.



Super-Healing

A dose of the larger sphere will replenish most of your Health Meter.

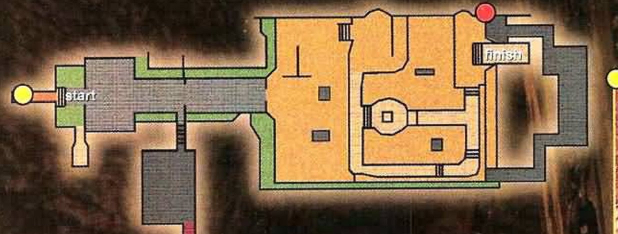


Heart

Capture the 1-up to earn an extra life and another stab at the game.

chelsea

All of London has been plagued with a nightmarish virus that transforms humans into monsters. Energy will help your body fight infection, and the only way to keep your Adrenaline Meter pumped up is by defeating enemies, so pace your battles.



The Place You Left Behind



Breakable crates, the boxes branded with red X's, often contain power-ups. As soon as the nightmare begins, turn around from your starting point, then kick open the mansion door. A sphere of Super-Healing glows inside one of the breakable crates behind the door.

Switched and Bewitched



After you enter the chamber where the werewolf pounced from, push the wall switch to open the hall that conceals a switch and some power-ups. By hitting the switch, you'll open the main gate directly across from your starting point in the level.

Walking on Walls



Before heading through the exit tunnel under the stone archway, leap on top of the riverbank wall. Walk along the wall to get past the iron gate, then enter the red brick tunnel to find a Heart and Healing.

spitalfield

When you reach the workshop where the Brotherhood convenes, you'll find few clues, save for a note that details your next destination: Spitalfield, a series of back alleys where you may be able to intercept a cult member.

finish

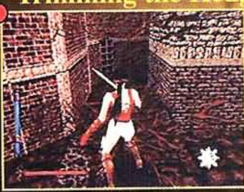
start

A Nightmare Creatures Double Feature



Since Nightmare Creatures plays out like a mobile fighting game, the controls are configured to keep you facing your enemies. If you're being attacked on both sides, press Left or Right on the Control Pad to rotate, or press the top and right C Buttons simultaneously to instantly do an about-face.

Trimming the Hedges



After you defeat the three-headed Pepys Monster, follow the street's trickling stream to the shrubs blocking the alleyway. Take a few swings at the shrubs until you've cleared them away, then enter the alley that is stockpiled with power-ups, including a Heart and a Multigun.

The Blind Alley



Beyond the stomping grounds of the Pepys Monster and zombie lurks a dead end where you'll find some dynamite, some Healing, a Heart and a Multigun. To find the blind alley leading to the cache, follow the street's stream to the back wall, then turn right.

thames tunnel

The saboteur cloaked in gray leads you from Spitalfield to the city's sewers. The London underground is unstable, so retreat when you hear rumbling or the ceiling will cave in on you.

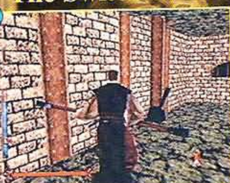
finish
start

The Locked Room atop the Stairs



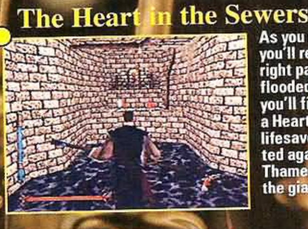
Through the wooden wall near the end of the long corridor, a pair of Dockers will pounce to scare the pants off you. Enter their room, then turn right and knock down the wooden barricade. Follow the hall to the switch room supported by iron girders. Pull the lever, then climb the stairs.

The Switch to the Exit



Once you've sent the leviathan Thames Monster to a watery grave, turn left and follow the green stone walkway. Around the bend lies a room, and inside lurks a Pepys Monster as well as the switch that raises the exit gate.

The Heart in the Sewers



As you cross the docks, you'll reach a fork. Take the right path and follow it to a flooded chamber. Inside, you'll find some Health and a Heart, which will be a lifesaver when you're pitted against the king of the Thames Tunnel underworld, the giant Sewer Snake.

sewer snake

Urban legend tells of alligators crawling through the plumbing of large cities, but no tale from the darkside has told of the wrathful and writhing snake you'll encounter in London's sewer.

Bringing down the House

By chopping the pillars, you'll cause the ceiling to fall on the serpent. The fiery breath from the snake's multiple heads will keep you standing still, but when all of the heads spew their flames at the same time, you'll have a few seconds to make a run for the pillars.



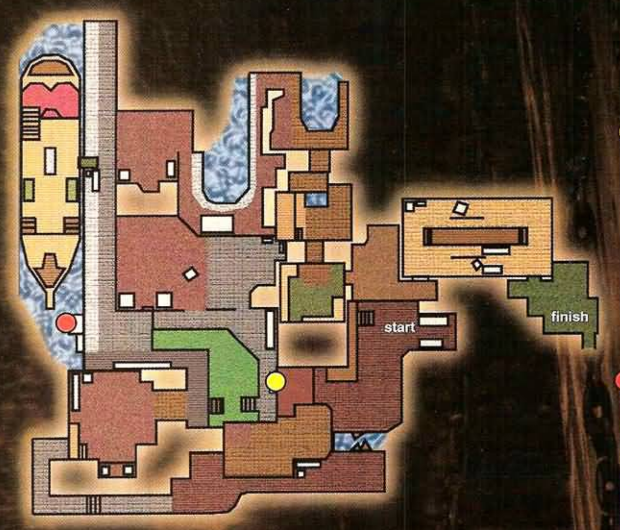
Circling the Snake



After you cut down the pillars, the Sewer Snake will lash at you. Use the sidestep buttons to circle around the serpent and swipe at it when the beast lunges at you. If you can successfully dodge the snake while swiping at it, you'll flush the dregs of the city out of London's sewers.

india docks

When you emerge from the sewers, you'll find that the man you've been tracking has been betrayed and mortally wounded. In his final breath, he'll mutter, "Sea Wolf Pub," a neighborhood haunt at the India Docks.



Over the Fence and into a Secret Room



Climb the steps across from the starting point, then follow the boardwalk to the stairstepped stack of crates. By leaping from the boxes, you can hop over the fence.

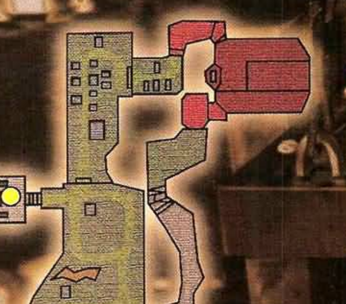
Dead Reckoning



To upgrade your weapon with a blade of Ginsu strength, leap left from the ship's bowsprit to reach the dock. Collect the Upgrade and Heart, ascend the stairs, then break the boxes to return to port.

highgate cemetery

At the pub, you'll learn of Adam Crowley. He's the man who unearthed the plague concocted by the late Samuel Pepys, whose grave lies somewhere in Highgate Cemetery.



Waking the Dead



After braving the journey down the corridor of crypts, enter the mausoleum at the end of the gauntlet to blow the lids off the coffins and exhume a power-up.

Heart of Darkness



As you follow the cemetery path, turn left at the stone slab topped by a sphere of Healing to enter the gargoyle-flanked gate. On top of a coffin inside the tomb beats a Heart.

hampstead heath

By the time you reach the Pepys tomb, Crowley already will have plundered the site and targeted his next town—Hampstead.

On the Dock of the Bay



The quickest way to filet the sea monsters is with fire from your pistol or ice from your Freeze Spell. Once you've deep-sixed them, jump the gaps in the docks to find 1-up Hearts.

Like Spiders from Mars



Once you're atop the stairs, the gate behind you will shut to trap you inside a lair of giant spiders. Special items won't harm the arachnids, but a steady assault of kicks and slashes will exterminate them.

queenhite docks

Knowing you'll be close behind, Crowley will escape to Queenhite Docks while leaving a trail of beasts and dilapidated walkways rigged with booby traps.

The Weapon Upgrade



Navigate the dock's maze of crates and boxes. At the end of one, you'll find a Weapon Upgrade to improve Ignatius' or Nadia's blade.

Two of Hearts

To extend your lease on life, search for the Hearts hidden in the docks. The Heart to the left of the starting point is the riskiest to capture, since you'll have to make a flying leap diagonally right to return to the docks.

City

Crowley will elude you again, without leaving a clue. Aboard his ship, you'll discover his stake in real estate and that the city's bank could lend you some info on it.

Opening the Bank After Hours



The City introduces the Faceless Men who, despite their gentleman-like attire, are knife-wielding savages. Cut them down, then enter the hole blasted in the wall behind the slain horse to trip the switch that opens the bank.

The Third Weapon Upgrade



When you reach the dead end lit by a single lantern, turn right to leap over the fenced-off greenbelt. After trudging through the mossy, green tunnel, turn right to upgrade your weapon a third time.

Smithfield

Crowley will beat you to the bank to make some fatal transactions before hotfooting it to Smithfield, a snowy and icy burg where more than just the weather will be frightful.



Chills in the Dead of Winter



Smithfield has the perfect climate for chilling enemies with the Freeze Spell. In many of the area's dead ends, multiple monsters will ambush you. Cast your spell to make all nearby enemies crumble into crushed ice.

An Explosive Entrance



As you follow Crowley's trail of red left in the snow, you'll come upon a stagecoach. The gate to the left of it won't open, but if you shoot the nearby powder keg, you'll be able to storm into the locked power-up area.

Waking Up Is Hard to Do

While NP is covering only the first half of Activision's Nightmare Creatures, the night terrors will span another ten levels as Crowley sets London ablaze. Now, the nightmare is in your hands, so sleep with one eye open. And don't forget to check under the bed.

SHADOWGATE 64™



After years of decay and ruin, Shadowgate Castle will once again become the focus of heroic deeds and evil plots as it was in my day. I am Lakmir, the sorcerer who once created two staffs of power to combat the Warlock Lord. Those magical staffs, long lost to the world, have been locked away with many other secrets within the four stone towers of Shadowgate. Those who would seek the answers should take heed.

THE RISE AND FALL

Long ago in this land, the Kal Torlin dynasty ruled the plains and opposed the evil machinations of the Warlock Lord. Jair, the greatest king of the Kal Torlin, wielded the Staff of Thunder in battle against the evil scourge, but even so he was driven by his enemy into Shadowgate Castle where Lakmir resided. Lakmir and Jair combined forces, and with the aid of the powerful Staff of Time, they locked up the Warlock Lord beneath the castle. For many years, Lakmir strengthened his magic hold over the imprisoned Warlock Lord, but the dynasty declined, and so, too, did Lakmir. The old sorcerer finally passed away, taking with him the secrets of the staffs. In his place was left a sorcerer who embraced the dark arts, Belzar, a man who dreamed of discovering the secrets for his own evil purposes. Over the centuries, Shadowgate fell into decay. The dynasty collapsed and the walls crumbled. The once impenetrable fortress became the home of thieves, treasure hunters and a few weak sorcerers...and the Warlock Lord, who remained locked away by Lakmir's spells. But then a magical staff was discovered by a treasure hunter, and it fell into the covetous hands of Belzar. Suddenly, the dark past of the castle rose up and cast a threatening shadow over the land.

AND A HALFLING SHALL LEAD THEM

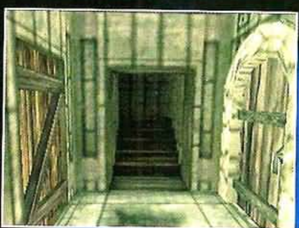
Shadowgate Castle had become a place of furtive commerce. Treasure hunters sold their prizes to thieves, who in turn sold the goods to caravans that crossed the plains to Westland. Sometimes the thieves raided those same caravans or received aid from the sorcerers when the quarry was too powerful. The sorcerers gained materials for their magic as payment for their part in these wicked deeds. One such raid brought a captive halfling to the castle. Small, resourceful and great-hearted, Del the halfling still seemed an unlikely hero to avert the growing crises. Locked away in one of the four towers, Del began to solve the puzzles of Shadowgate, escaping dangers in every chamber and courtyard of the ancient castle. During his adventure, Del encountered ghosts such as the great Lakmir, thieves such as Saul who had found the buried staff, and even the dark wizard, Belzar, himself.

The player steps into the shoes of young Del, a halfling prisoner who escapes from his cell in Shadowgate only to encounter far worse dangers.



FREEDOM TO EXPLORE

Unlike the previous Shadowgate adventures, Del's exploration of the castle takes place in a 3-D environment with real-time movement rather than menu and cursor commands. The result is a more realistic and intuitive experience. Players are free to roam and look about, examining the many strange trappings and puzzles of the castle. The action takes place from a first-person perspective. Movement is controlled by the C Buttons and Control Stick. Players will be able to look all around without moving, as well.





Real-time movement means that players can look at things from different angles and distances. There is a greater sense of being in the scene.





Many of the clues in the game come from the inhabitants of Shadowgate. They may even sing to you.

MENU OF THE DAY

In contrast to most adventure and action games, most of the critical actions in Shadowgate are selected using menu commands. Those commands include actions such as Take, Give, Wear and Use. Many of the commands are used in association with a selected item. For instance, Del might have a torch in his inventory and decide to use it in a room with a tapestry, burning the cloth to reveal a hidden door. Players explore the four towers and dozens of individual chambers of the castle, trying to solve the riddles by using items and manipulating objects. In addition to items, books and letters filled with information and clues can be collected and selected for reading at any time. The books reveal much of the mystery of the shadowy past.



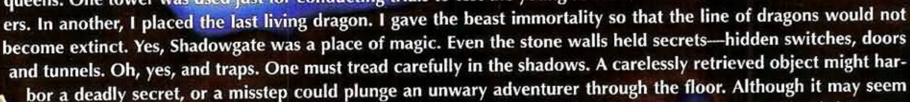
A great library can be collected in Shadowgate. Clues to many of the puzzles exist in written form.



Many of the objects found in Shadowgate can be added to Del's inventory for later use, but not every item is a valuable key to a puzzle.

A CASTLE OF MAGIC

In my day, Shadowgate was a school of sorcery in the service of our kings and queens. One tower was used just for conducting trials to test the young sorcerers. In another, I placed the last living dragon. I gave the beast immortality so that the line of dragons would not become extinct. Yes, Shadowgate was a place of magic. Even the stone walls held secrets—hidden switches, doors and tunnels. Oh, yes, and traps. One must tread carefully in the shadows. A carelessly retrieved object might harbor a deadly secret, or a misstep could plunge an unwary adventurer through the floor. Although it may seem that Shadowgate is a place of dead ends, I can guarantee that it is not so. With patience and cunning, even a halfling can navigate the dangers and emerge in one piece.





PUZZLE MASTER

The puzzles in Shadowgate may be simple or elaborate. Many of them have baffled treasure hunters and thieves for hundreds of years. Del must gather information from people and from other sources such as books in order to solve many of the riddles. Other puzzles require good observation and common sense. Players will have to look for missing elements, like a statue missing from its stand or a bone that can be used as a lever to pry up the cover of a tunnel. Other puzzles may involve danger. For instance, a hollow in a tree may contain a treasure, but it may also contain a poisonous spider. Players must figure out a way to remove the spider so they can retrieve the treasure. And still other puzzles take the form of obstacles to overcome. Many keys and other items are necessary to move beyond certain points in the castle. In all, players will have to struggle through well over a hundred critical actions if they hope to thwart Belzar's attempt to reawaken the Warlock Lord.



Puzzles and obstacles such as the rotating blades in the room above will keep players on their toes.

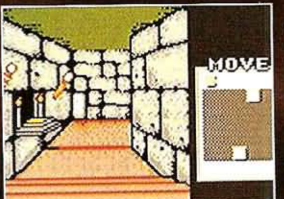
THE SHADOWS OF TIME

The world of Shadowgate took form back in the 1980s at a company called Infinite Ventures. The first game, Shadowgate for the NES, was designed as a graphic text adventure, which was released in December 1989 by Kemco-Seika. In that game, the Warlock Lord turned Shadowgate castle into a maze of deadly puzzles. Players sought to unlock the puzzles and stop a creature called the Behemoth from destroying the Earth. That same design team at Infinite Ventures has come together again to create Shadowgate 64. The game may have far more elaborate graphics than the original NES title, but the story and puzzles are just as intricate as in the original game. The NES game was so successful that it spawned other graphic text adventures such as Déjà Vu—a detective series of games in which players solved murder mysteries. There was a ghostly NES game, as well, called Uninvited. Shadowgate 64: Trial of the Four Towers won't be the last game that Kemco and Infinite Ventures create. But, at least for now, Shadowgate 64 will be their crowning achievement. You can find even more Shadowgate information on the World Wide Web at www.shadowgate.com.

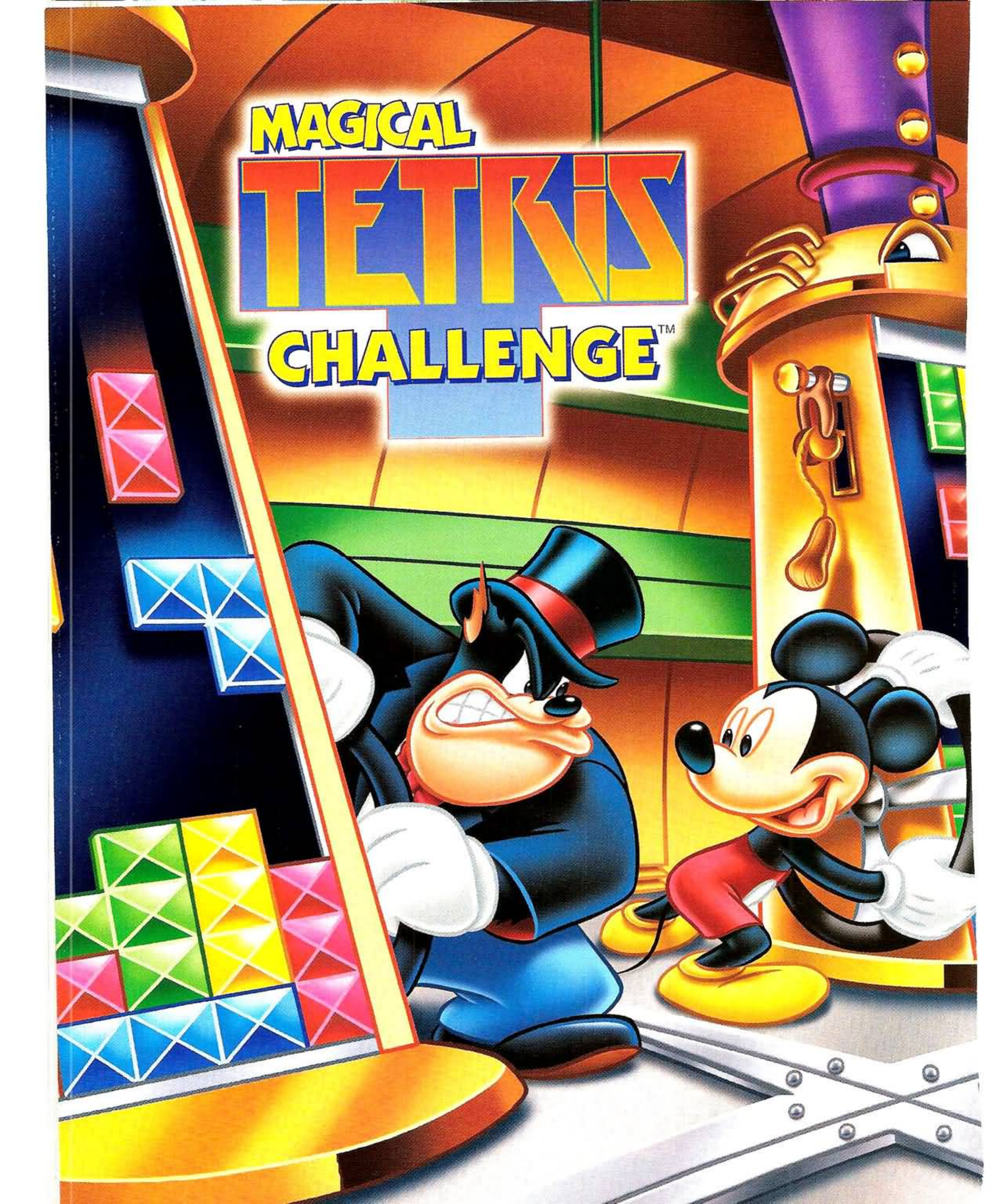
DÉJÀ VU



SHADOWGATE CLASSIC



For more than ten years, the creators of Shadowgate for the NES have kept the dream alive. Now, on N64 and Game Boy Color, the future is even brighter than the past.


MAGICAL
TETRIS
CHALLENGE™

This month, we got game- Fox Sports' lastest hoopfest, that is.

FOX SPORTS COLLEGE HOOPS '99™









Fox Sports' first N64 game comes fully outfitted with enough player stats, camera angles and game options to fill Pauley Pavilion. So, lace up your hightops and get ready for showtime, because the Big Dance doesn't hand out prizes for second place.





Exhibition Game

Even if you're a bit of an exhibitionist, you might be a bit nervous about jumping into a full season before getting your feet wet. For player's like you, Fox Sports has included an Exhibition Mode that gives you a chance to warm up against some of your favorite teams without the pressure of full competition.



Pit your team against any other school, regardless of their Conference.



Look over the stats and evaluate your game. What needs improvement?



It's only an exhibition game, so take chances, have fun and try for high scores.

Full Season

You think you've got mad skills? Select Full Season and ice up your thumb, because it's a long ride to the NCAA Tournament. College Hoops includes the full 25-game season leading to the Final Four. Full Season commits you to the two-game opening season tournament, five National games and the Conference schedule, which includes 16 finger-mashing Conference games as well as two National games. Only then, if you qualify, can you show your face in the big contest: the NCAA Tournament.



No single game is more important than another in the exhausting full season. Pray you have enough hop because everybody is playing for keeps.



The season opening tournaments are where you start to make a name for your team. Fail here and don't count on being taken seriously all season.



Pay close attention to the strengths and weaknesses of your opponents and exploit them to the max.

Rivalries

When these opponents stare each other down before the tip-off, you know it isn't just about points–it's about pride. A unique feature to College Hoops, rivalries allow you to select your school's bitter competition with the press of a button. So when you don't feel like playing a full season just to watch the University of Oregon stomp Oregon State, activate this handy feature. Put one in the hole for old time's sake.

The Game of the Year
California vs Stanford
UConn vs UMass
Duke vs North Carolina
Fresno State vs UNLV
Maryland vs Georgetown
Michigan vs Michigan St.
Kentucky vs Louisville
Missouri vs Kansas
Purdue vs Indiana
UCLA vs USC



Grudge those matches that span generations, "us versus them" games, bring out the spirit of competition in everybody from freshmen to alumni.



Rivalry is one of the most exciting aspects of college ball. Leave it to Fox Sports to capture the distinctive spirit of NCAA competition.

Conference Tournament

Go cat, go. You survived the furious sixteen games, but do you have enough game in those legs to deserve a spot in the NCAA Tournament? Blazing into the Conference Tournament with the highest ranking is no reason to get sloppy, because everybody you beat will have learned from their mistakes. And if you come to the dance on the bottom, remember that everybody loves the underdog.



You read it right— this is strictly invitational. Score big during the season and RSVP.



Head's up! It's easy to lose the ball because of all the action under the hoop.



Some games are decided by free throws. Fouling another player can cost you the game.

March Madness

So, you made it out of your Conference with the title? Don't pat yourself on the back just yet. The NCAA Tournament is interested only in the four best teams, and if you can't dribble circles around the competition, you can kiss that NBA contract and sneaker promotion goodbye. Make every basket count. Go for three only when you know you can make it, because the other side can win with two-pointers.



The crowd goes bananas for players like this. But these moments don't last forever.



Study your opponent's strengths and weaknesses before the tip-off.



Break away from the pack and drive the ball down the court for an easy two points.

The Final Four

This is why they gave you that scholarship, isn't it? So you could to guide your school all the way through the Big Dance and emerge the victor? The Final Four is a wicked showdown between you and the other top three teams, so don't expect your opponents to handle you with kid gloves. You can count on more rebounds, assists and steals than during the regular season play.



Play solid defense. It's easier to block shots than to have to make up points.



It's all about bragging rights for now. The benjamins come later.

Options

Stat-junkies, College Hoops won't let you down. As you play, Hoops totals all your moves and scoring and presents you with a concise play report. It even nominates an MVP.

Rosters



Who's good with three-pointers? Who has the best D? The team rosters will let you know what you've got and what you're up against.

Personal Stats



A team is only as good as its players, so Hoops gives you the breakdown on who to guard who to keep the ball away from.

Team Stats



Give your thumb a rest and monitor your progress at the half. Missing too many three's? Try getting closer to the basket. The full report is here.

MVP



They all may be seven feet tall, but one player always stands out from the crowd to win MVP honors.

Conference Breakdown

Sixty-four different teams all want the same thing: the glory of being NCAA champion. Fox Sports has not left out a single team. Here they all are, listed by Conferences. Try choosing teams from smaller Conferences, like the Pac-10, for a little jump start on making it to the finals. Or why not choose a team you know nothing about to see if you can make it to the Final Four on your skills alone, not the trumped up reputation of an established team?

ACC
Duke Blue Devils
Florida State Seminoles
Georgia Tech Yellow Jackets
Maryland Terrapins
North Carolina Tarheels
NC State Wolfpack
Virginia Cavaliers
Wake Forest Demon Deacons

Atlantic 10
Dayton Flyers
Duquesne Dukes
Fordham Rams
George Washington Colonials
LaSalle Explorers
Massachusetts Minutemen
Rhode Island Rams
St. Bonaventure Bonnies
St. Joseph's Hawks
Temple Owls
Virginia Tech Hokies
Xavier Musketeers

South Invitational
Charleston Cougars
George Mason Patriots
Grambling State Tigers
Howard Bison
Navy Midshipmen
Western Kentucky Hilltoppers

Big 10
Illinois Fighting Illini
Indiana Hoosiers
Iowa Hawkeyes
Michigan Wolverines
Michigan State Spartans
Minnesota Golden Gophers
Northwestern Wildcats
Ohio State Buckeyes
Penn State Nittany Lions
Purdue Boilermakers
Wisconsin Badgers

Big 12
Baylor Bears
Colorado Buffaloes
Iowa State Cyclones
Kansas JayHawks
Kansas State Wildcats
Missouri Tigers
Nebraska Cornhuskers
Oklahoma Sooners
Oklahoma State Cowboys
Texas Longhorns
Texas A&M Aggies
Texas Tech Red Raiders

Big East
Boston College Eagles
Connecticut Huskies
Georgetown Hoyas
Miami Hurricanes
Notre Dame Fighting Irish
Pittsburgh Panthers
Providence Friars
Rutgers Scarlet Knights
Seton Hall Pirates
St. John's Red Storm
Syracuse Orangemen
Villanova Wildcats
West Virginia Mountaineers

Conference USA Tournament
Cincinnati Bearcats
DePaul Blue Demons
Houston Cougars
Tulane Green Wave
UAB Blazers
UNC-Charlotte 49ers
Louisville Cardinals
Marquette Golden Eagles
Memphis Tigers
South Florida Bulls
Southern Mississipi Golden Eagles
St. Louis Billikins

Pac-10
Arizona Wildcats
Arizona State Sun Devils
California Golden Bears
Oregon Ducks
Oregon State Beavers
Stanford Cardinals
UCLA Bruins
USC Trojans
Washington Huskies
Washington State Cougars

SEC
Alabama Crimson Tide
Arkansas Razorbacks
Auburn Tigers
Clemson Tigers
Florida Gators
Georgia Bulldogs
Kentucky Wildcats
LSU Tigers
Mississippi Rebels
Mississippi State Bulldogs
South Carolina Gamecocks
Tennesse Volunteers
Vanderbilt Commodores

East Invitational
Army Cadets
Boston University Terriers
Delaware Blue Hens
Detroit Titans
Drexel Dragons
Illinois State Redbirds
Princeton Tigers

WAC
Air Force Falcons
Brigham Young Cougars
Colorado State Rams
Fresno State Bulldogs
Hawaii Rainbows
New Mexico Lobos
Rice Owls
San Diego State Aztecs
San Jose State Spartans
SMU Mustangs
Texas Christian Horned Frogs
Texas-El Paso Miners
Tulsa Golden Hurricanes
UNLV Runnin' Rebels
Utah Utes
Wyoming Cowboys

The Big Show

It was the players vs. tha playas at a star-studded premiere party for Fox Sports College Hoops '99. At the All Star Cafe in New York City's Times Square, the biggest names in hip hop and the top dogs of the NBA tested each others' skills on the N64. Syllable-spitting microphone masters Charlie Baltimore (she's the one holding the blue Controller)and Black Rob are shown here in the heat of collegiate hoops competition. Super models played alongside NBA super stars, and everyone had a blast taking Fox's new title for a test play.



CHARLIE BLAST'S TERRITORY™

©1998 Kemco.
Licensed by Nintendo.

Charlie's a man with a match and a mission, and it's up to you to help him blast through his puzzles. Push bombs, light fuses and prove to his flame that demolition school wasn't such a bad choice after all.





A PUZZLE GAME... A PARTY GAME

Kemco s Charlie Blast s Territory delivers dozens of intricate and volatile puzzles for quick-witted sleuths to decode while a timer ticks away. In one-player Puzzle Mode, your job is to move the explosives into strategic position so that with one strike of the match, you blow them up and destroy the island. Each level adds new obstacles to increasingly challenging puzzles. The game s Multiplayer Mode places you and up to three opponents on an island in a race to see who can claim the most territory. Instead of destroying islands, you ll earn every square in your bombs blast path to add to your total real estate. The biggest landlord wins!

CAUTION
CONTROLLED
BLASTING
AHEAD
TURN OFF RADIO TRANSMITTER

CHARLIE'S EQUIPMENT

You ll see seven different types of bombs throughout the game. Each one has a unique blast path that will change the direction of the chain reaction you ignite with the Detonator.



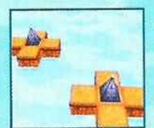
Detonator

Whatever you do, don't light the Detonator until all the other bombs are properly aligned, because this bad boy is what will set the whole shebang ablaze. Its blast path extends one square in front, behind and to the sides, but not diagonally.



Auto Detonator

The Auto Detonator has a timer that appears on screen and counts down until it explodes. The trick is moving everything into place before it goes off. You can buy more time simply by moving the bomb, because each push resets the clock.



Antenna Bomb

This bomb comes in colored pairs. When one goes off, it uses its antenna to trigger its partner, and both of them will explode. Together, they allow you to detonate two different areas of the puzzle with one match. Pairs are always the same color.



#1 Bomb

The #1 blows up only the square that it's on, so it's safe to stand next to it when the island is exploding. Be sure to place it at the end of a chain reaction, because it won't detonate anything around it.



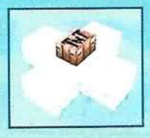
#2 Bomb

This bomb blasts the same number of squares as the Detonators, so it can be used in chain reactions. Note that all of the numbered bombs and Detonators are too tall to jump over unless something is in front of them to give you a boost.



#3 Bomb

The #3 is the most powerful of the bombs. It destroys two squares on each side and one square diagonally, so it doesn't have to be touching another bomb to set it off. Despite its bulk, you should have no problem pushing it around.



TNT

These crates of explosives have the same blast path as Detonators and #2 Bombs. They are small enough for you to jump over and can even help you over the bombs. Once you start jumping, you won't stop until you land on an empty square.

CHARLIE'S STRATEGIES

Each new island has the potential to be downright mind-blowing for a demolition man, so it s important to have a strategy in mind. Try to keep the panic factor to a minimum and have a blast but do it safely!

Jump Around



It may look like you can move only one or two ways—until you consider jumping. Here, you can travel the entire length of the blocks to the empty square. By moving the blocks, you can discover even more options.

Living on the Edge



Some puzzles make things especially tricky by having bombs on the edge of the island. You can push those bombs in only two directions and will have to extend the blast zone all the way to the island's edge.



Bombs in the corner are even more limiting—they can't be moved at all. You'll have to move everything else to reach the corner. Determine which edges and corners are involved before you start moving bombs.

Camera Angles



Move the camera to get the best perspective. Use the left and right C Buttons to rotate and the top and bottom C Buttons to zoom. Holding down the Z Button while moving the Control Stick will also tilt the view.

Flight Plan



Check out the whole island before you start moving. By planning your movements, you can keep yourself from getting stuck. Remember that you have to light the Detonator, so you don't want to block access to it with bombs.

First Encounters



New elements are always clues. Don't be shy about giving them a try. For example, if you see a Bumper for the very first time, it's a pretty good bet that you'll have to use it to solve the puzzle.



You must travel through six different stages before you can claim your territory in Puzzle Mode. From the desert to the mountains and even to the tropical islands, the scenery offers lots of variety so do the new elements each stage introduces.

DESERT ISLANDS

Your adventure begins in the desert, where you ll face Moving Platforms, spikes and blocks. Practice positioning these basic elements here, then move on to the Alps for more elevated ones.

New Elements

Moving Platforms



To get to another part of the island, ride a Moving Platform. You can also use them to transport explosives, but be careful not to let them get stuck on the rafts.

Spikes



Fixed spikes propel you forward, and Springy Spikes launch you backward. You can't destroy them, but you can push material on top of them or carefully time your jumps to pass them.

Blocks

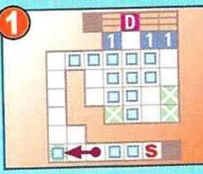


Blocks are more helpful than they seem. You can jump over them to reach new areas, cover spikes with them or place them in front of bombs to jump over them.

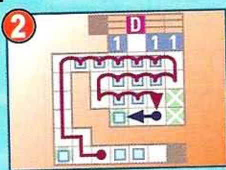
KEY

- S Start
- 1 #1 Bomb
- 2 #2 Bomb
- 3 #3 Bomb
- D Detonator Bomb
- Springy Spike
- Movable Block
- TNT Crate
- Blocking Object
- Moving Platform
- Buried Bomb
- Buried Detonator
- Oil Slick
- Bumper
- 1st Move
- 2nd Move
- 3rd Move

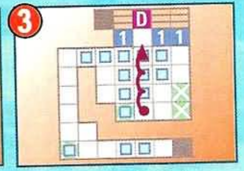
Level 4: Blockout



At first, it looks like you can't move, but you just need to jump over the first two blocks. Push the next one onto the Springy Spike to pass.

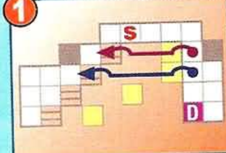


Jump over the next row of blocks and keep jumping until you get to the end of the red arrow. Then push the block in front of you over the Springy Spike.

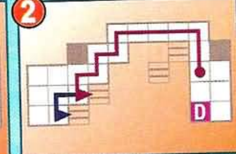


Finally, jump over the blocks as the arrow shows so that you are in front of the Detonator. Light it, then jump back to a safe distance.

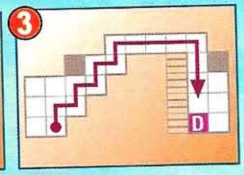
Level 9: It's About Time



Ride the top platform to the other side. Jump over the TNT, push it back onto the platform and ride back with it. Repeat the process with the next TNT.



Push the remaining two TNT Crates onto the platforms. You can either walk around the top or ride on top of the TNT Crates as they cross.



It will take you a second to strike the match, so light the Detonator just before the crates are in the position shown. They'll stop when the bomb is lit.

ALPINE ISLANDS

In the Alps, bombs and Detonators can become buried in the mountainous terrain. If you can find ways to ignite these underground explosives in each level, you ll be headed for the sunny tropics.

New Elements

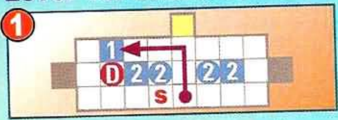
Buried Bombs and Detonators



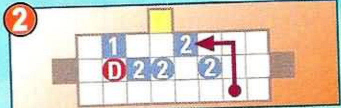
Some bombs and Detonators are stuck in the rock, so you'll have to work around them. Move free bombs to create a blast path that will set off the buried ones.



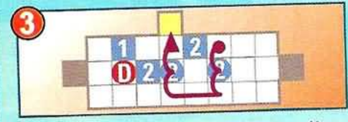
Level 13: Chain Reaction



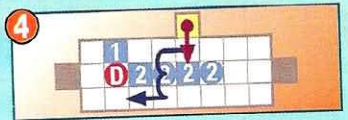
Push the #1 bomb up one square, then walk around the right side of the #2 bombs and push it to the left so that it lines up with the Detonator.



Come back around and move the the far right #2 bomb up one square. Then get behind it as the arrow indicates, and move it to the left above the hole.



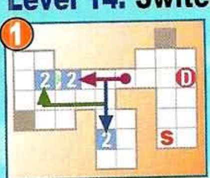
Your next move is onto the Moving Platform. You can jump the Buried Bomb you are standing in front of, then move left and jump over the other Buried Bomb.



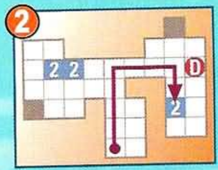
When the platform lines up with the #2 bomb as indicated, push it into line with the others. Then follow the blue path to the Detonator, and light it.

DANGER
HARD HATS AND SAFETY BOOTS MUST BE WORN ON THIS SITE

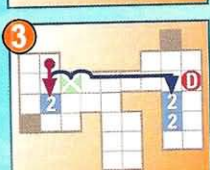
Level 14: Switchbacks



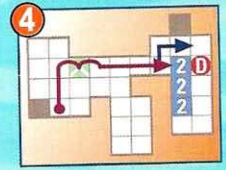
1. Push the #2 Bomb onto the Springy Spike as the red arrow shows. Push the next bomb down two squares and the other bomb over two and up one.



2. Move the lower #2 Bomb all the way up then all the way to the right. Next, move around it and push it down two spaces to leave room for the other bombs.



3. Move the far left bomb down one, then push the other bomb all the way right and down. Jump and move right quickly to leap over the spike.



4. Go back and push the last bomb to the right, next to the Detonator. Use the same leap to make it over the spike. Light the fuse, then run for cover.

TROPICAL ISLANDS

Sure, the sun is shining, the waves are pounding, visions of beach chairs and icy sodas are dancing before your eyes. But keep that match lit! You have three more stages after this one to conquer.

New Elements

Oil Slicks



This is slippery stuff! If you try to push something from these squares, you'll fall flat on your face. Plan your moves so bombs don't get stuck next to an oily square.

Conveyor Belts



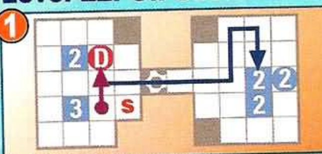
Both you and your cargo can move along belts, but there's no getting off until the end of the line. If two belts are set up next to each other, goods will jump from one to the next.

Bumpers



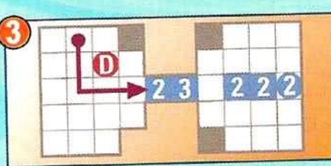
Bumpers are handy little contraptions. If you push bombs into them, they will send them back over your head so you can switch places. They're perfect for tight places!

Level 22: Oil Slick

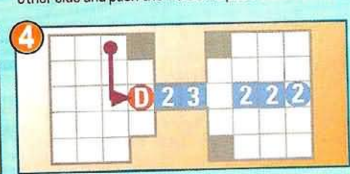


1. First, push the Detonator up one square. Then follow the blue arrow to get above the #2 Bomb and push it down one, next to the Buried Bomb.

2. Jump over the buried #2 Bomb and push the lower #2 Bomb left and up to the position shown. Go to the other side and push the #3 Bomb past the Oil Slick.

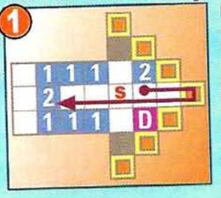


3. Now push the bomb in the upper-left corner down and to the right so that it's covering the Oil Slick next to the #3 Bomb.

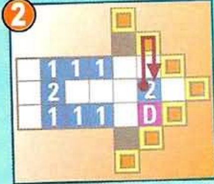


4. Finally, push the Detonator down and to the right so that it's next to the #2 Bomb you just moved. Light its fuse and run as far away as possible.

Level 23: Bumpers



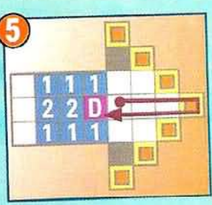
1. Push the center #2 Bomb against the Bumper to its right. You'll automatically switch places with the bomb. Then push it between the #1 Bombs on the far left.



2. Push the upper #2 Bomb against the Bumper above it so that you switch places with it. Then walk around its left side.

3. Push the same bomb to the right against the Bumper so that you switch places and can move it to the left, next to the other #2 Bomb.

4. Push the Detonator down against the Bumper that is below it. Once again, you will switch places. Move to the left of the Detonator.



5. Push the Detonator to the right against the Bumper. After you switch places with it, push it to the left against the two #2 Bombs. Now light it and run!

PLAY ON!

You have only just begun your mission. Many more challenges await. Swim through the murky dangers of the swamps. Conquer the glassy surfaces of the arctic icebergs. Even head over the rainbow to face the final challenges in the homeland of Charlie s sweetheart.

HAZARDOUS WASTE 0-1360

New Elements

Breakaway Squares



These rocky squares hold up fine until you move across them, then they crumble into the ocean. Plan your moves before you start so you have to go over them only once, or you'll be stuck!

Slippery Ice



Once you start across this shiny stuff, you'll slip and slide until you reach a dry square or the edge of the island. If you run into a bomb while sliding, you'll push it to the edge with you.

Trampolines



If you step on one Trampoline, you'll launch yourself to another. They work only in pairs, but you can't tell which ones go together until you try them. Experiment with bouncing bombs, too!

MULTIPLAYER MODE

You can take on up to three of your friends in the Multiplayer Mode. Choose from one of four characters and assume your positions on the island. Use freeze cubes, blockers and special explosives to claim territory for yourself and thwart your opponents.



Survival Mode

In Survival Mode, the game keeps track of your squares only for the round that you're playing. A match is made up of three, five or seven rounds. You win the match by winning more rounds than your opponents do.

Territory Mode

Territory Mode keeps track of your total number of squares, or territory. Your score carries over from one round to the next. Whoever has the most squares at the end wins, regardless of who won the rounds.

Access More Levels

To continue in Multiplayer Mode, you must clear certain levels in Puzzle Mode. The single-player passwords from levels 21, 41 and 61 access the Intermediate, Advanced and Expert levels in Multiplayer.

MULTIPLAYER STRATEGIES

Clear Your Base



If you aren't getting any new material, it's because you haven't moved the last piece off your base. You can trap things against a corner or a Blocker, so be careful. But don't give up, just look around.

Friendly Fire



Whatever you blow up will turn your color—it doesn't have to be generated on your base. So while your opponents are stockpiling, take your Detonator over and set off their bombs. Just watch out for vengeful attacks!

Run Away



Just like in Puzzle Mode, if you get caught in an explosion, you'll be hurt. In this mode, you'll be sent back to your home base, and you'll lose all the squares you gained during that round. This can be an offensive tactic, too.

FIRE AWAY!

Now all you need to do is fire up the game and start blowing away some islands. Charlie is depending on you to help him clear a path through the crumbling rubble, choking smoke and fizzling fuses to the light of his life, Rainbow Fairy. He ll help you out, too remember, the more levels you clear with Charlie, the more you get to play with your friends. Have a blast!

LE SOLID

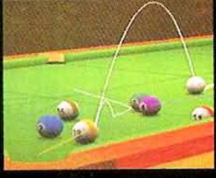
YOU'VE GOT TO HAVE A LOT OF BALLS TO PLAY A GAME THIS REAL

(SIXTEEN TO BE EXACT)

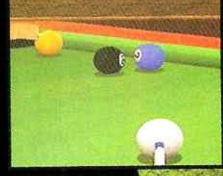
"Virtual Pool ... is the absolute, incontrovertibly best, most believable pool simulation available for any platform." - GameWEEK

"...Play ultra-realistic pool, without the risk of getting hustled..." - IGN64.com





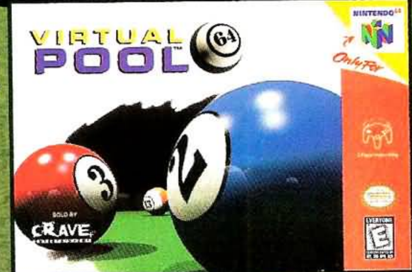
Master mind-blowing trick shots that would rival any seasoned pool shark!



Ultra-Real Physics make VR Pool 64 as close to the real thing as it gets!

Virtual Pool 64™ puts incredible touch and precision in your hands. With unsurpassed, ultra-real physics, you'll control the power behind every break, tap and trick shot!

Best of all, with nine exciting types of pool, three levels of difficulty and two-person, multiplayer support, beginners and experts will both enjoy the challenge of Virtual Pool 64.

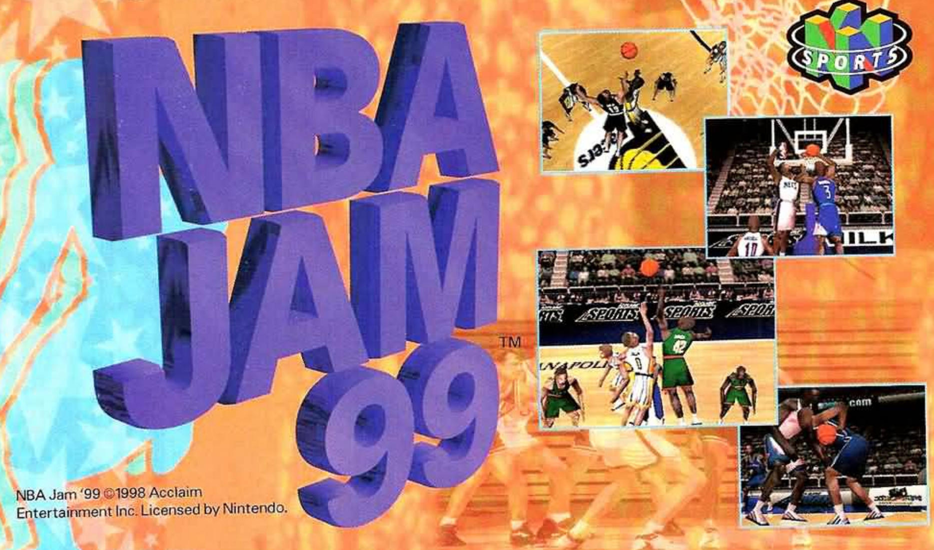






VISIT WWW.CRAVEGAMES.COM

Make no mistake—Acclaim's NBA Jam '99 is not like the Jams of the past. The 2-on-2 fantasy hoopfest has been replaced with a 5-on-5 sim that's as deep as any we've seen. While there is an arcade-style Jam mode that lets you toss the NBA rulebook out the door, the game play emphasis here is definitely on realism.



It's Got Game

If you're looking for mile-high jams and Dennis Rodman sinking threes from the top of the key, then you're rootin' in the wrong house. Most of the game play meat in NBA Jam '99 is served up for sim fans: official NBA rules, real teams and rosters, real-time play calling, 80+ plays in a customizable playbook, and more. On top of that, you can pound the boards in six different modes, including Jam, Exhibition, Season, Playoffs, Quick Play and Skills.

DIG THE NEW JAMS





Jam Mode is like a real NBA game, but without the refs. Player performance is realistic, but there are no fouls or goaltending, and you can still be "on fire." The jams may be more down-to-earth, but they're still sweet to see.

PLAY LIKE THE BIG BOYS



In Season Mode, you can use the default NBA rosters or create custom rosters using the Fantasy Draft option. You can also set the season length, game length, playoff structure and difficulty level.

SKILLS TO PAY THE BILLS





Quick Play Mode uses the game's default settings, while Exhibition Mode lets you tweak the rules and game options like fatigue, CPU assist and penalties. Skills Mode allows you to practice your three-pointers and free throws.

Offensive Behavior

If you try to take it to the hoop on every play, all you'll get are lots of offensive fouls, rejections and turnovers. Knowledge is power, young rookie, so read on and learn The Way of the Jam.



YOUR GO-TO GUYS

The computer can pick off your passes as easily as your Uncle Norm can home in on the greasiest potato chip in the bowl. For more accurate passing, hold R to assign different buttons to different teammates.



A WALL OF FLESH

If the defense is tight, press left C to call for a pick. One of your teammates will move in and try to keep the defenders off your back so you can take a shot.



CONNECTING FLIGHTS

Tap left C twice to call for an alley-oop. If one of your teammates is in position, he'll intercept the ball and slam it home automatically. If no one can take the pass, well, can you say air ball?



HE'S GOT THE MOVES

When you're charging the lane, press top C to dribble behind your back or through your legs. If you time it right, you'll confuse the defenders and wow the guys in the broadcast booth.



SLOW AND EASY

To back up toward the basket, press bottom C. This will push the man guarding you inward and perhaps free up some space on the perimeter. You can then dish the ball to a teammate for a three-spot or some other play.



IT AIN'T THE SHOES

When you shoot, try to release the ball at the top of your jump for best results. Press and hold A to jump, then release to shoot.

The Big "D"

It doesn't matter if your three-pointers are like lasers; if you don't have the "D," then you don't have anything. Defense is tougher than offense in a lot of ways, and you have to learn when you can and can't reach in for a steal.



MANO A MANO

The song says to "stand by your man," so that's what you should do. If you chase the ball too much, you'll leave someone open eventually, giving your opponents a chance for a shot.



HOT, FRESH TURNOVERS

Putting pressure on the inbound pass can lead to a few turnovers, but it also leaves opponents open. If the offense passes and hits the mark, you could be in big trouble.



FEET SET IN STONE

Press bottom C to strike a wide defensive stance. This will keep an offensive player from blowing past you. If he does try to charge the lane, you may draw an offensive foul.



SERVING UP REJECTION

Timing is everything on blocks. Watch for head fakes and remember to guard the ball carrier, not the basket. There's a fine line between rejecting the ball and goaltending.

BY THE BOOK



You can "mark" up to four plays at a time for real-time use. You can set plays before and during a game. When you call a play, your teammates will run the play pattern automatically, but you'll still have to pass and shoot manually.

The GM's Office

In Season Mode, you can act as your team's general manager, creating, trading, signing and releasing players as you see fit. In Franchise Mode, you must follow NBA rules, and most transactions cost a certain number of your team's bonus points. In Traditional Mode, the sky's the limit on all transactions.



QUICK RELEASE

Each team must carry a twelve-man roster. If you're under the quota, you must sign more players. If you're over, you'll have to release players until you have the proper number. Releasing a high-value player can free up valuable bonus points.



FAIR TRADE POLICY

In Franchise Mode, the computer will review all trades and compare the value of each player. If the trade is uneven, one team will have to pay the other a certain number of bonus points to close the deal.



DOCTOR DUNKENSTEIN

If there's a hole in your roster and you can't find a decent prospect, use bonus points to create a free agent of your own. You can tailor his skills to fit your needs exactly.

NBA Western Conference

To help you pick the strongest, we've gathered key stats and info on each of the ball clubs. We've noted each squad's starting lineup, starting bonus points, skill stats and favorite plays. Of course, we chose the Sonics for our fantasy 1998-1999 season, but there's a lot of other talent in the wild west!

Dallas Mavericks

Pos.	Player	Stat	Rating
PG	S. Nash	Shooting:	43
SG	M. Finely	Rebounding:	41
SF	C. Ceballos	3-Pointers:	33
PF	A. Green	Offense:	51
C	S. Bradley	Defense:	52
		Overall:	78

120 Bonus Points

Low-Post Pick • Naked Swing
Low-Triple Post • Triangle Cut

Denver Nuggets

Pos.	Player	Stat	Rating
PG	N. Van Exel	Shooting:	44
SG	B. Stith	Rebounding:	50
SF	L. Ellis	3-Pointers:	23
PF	E. Williams	Offense:	42
C	D. Garrett	Defense:	56
		Overall:	77

125 Bonus Points

Draw and Dish • Box and 1
2 Circle • 1-Zip

Golden State Warriors

Pos.	Player	Stat	Rating
PG	B. Coles	Shooting:	51
SG	L. Sprewell	Rebounding:	49
SF	J. Jackson	3-Pointers:	24
PF	J. Caffey	Offense:	49
C	E. Dampier	Defense:	52
		Overall:	79

125 Bonus Points

Screen and Roll • 2-Wheel
Triangle Left • Low-Triple Post

Houston Rockets

Pos.	Player	Stat	Rating
PG	B. Price	Shooting:	59
SG	M. Maloney	Rebounding:	48
SF	M. Elie	3-Pointers:	53
PF	R. Rogers	Offense:	58
C	H. Olajuwon	Defense:	49
		Overall:	82

90 Bonus Points

Low-Triple Post • 2-Wheel
Base Post • 3-Up Cross

Los Angeles Clippers

Pos.	Player	Stat	Rating
PG	D. Martin	Shooting:	51
SG	E. Piatkowski	Rebounding:	55
SF	L. Murray	3-Pointers:	35
PF	L. Vaught	Offense:	43
C	I. Austin	Defense:	45
		Overall:	79

120 Bonus Points

2 Stack Pick • 2 Circle
4-Wing • High 1-4

Los Angeles Lakers

Pos.	Player	Stat	Rating
PG	K. Bryant	Shooting:	61
SG	E. Jones	Rebounding:	56
SF	R. Fox	3-Pointers:	44
PF	R. Horry	Offense:	65
C	S. O'Neal	Defense:	71
		Overall:	93

80 Bonus Points

Low-Post Pick • Low-Triple Post
Naked Swing • Point Cut

Minnesota Timberwolves

Pos.	Player	Stat	Rating
PG	S. Marbury	Shooting:	53
SG	A. Peeler	Rebounding:	50
SF	S. Mitchell	3-Pointers:	31
PF	T. Gugliotta	Offense:	57
C	K. Garnett	Defense:	63
		Overall:	83

105 Bonus Points

Fifty Cut • 5-Up
Point Cut • High 1-4

Phoenix Suns

Pos.	Player	Stat	Rating
PG	J. Kidd	Shooting:	56
SG	K. Johnson	Rebounding:	47
SF	R. Chapman	3-Pointers:	44
PF	A. McDyess	Offense:	73
C	C. Robinson	Defense:	66
		Overall:	88

95 Bonus Points

Fifty Cut • Box and 1
Point Cut • Post 2

Portland Trailblazers

Pos.	Player	Stat	Rating
PG	D. Stoudamire	Shooting:	47
SG	I. Rider	Rebounding:	52
SF	B. Grant	3-Pointers:	32
PF	R. Wallace	Offense:	49
C	A. Sabonis	Defense:	61
		Overall:	82

95 Bonus Points

Post 2 • Post 1
3-Up Cross • 1-Zip

Sacramento Kings

Pos.	Player	Stat	Rating
PG	A. Johnson	Shooting:	43
SG	T. Abdul-Wahad	Rebounding:	58
SF	B. Owens	3-Pointers:	12
PF	C. Webber	Offense:	44
C	M. Stewart	Defense:	59
		Overall:	79

125 Bonus Points

1-Zip • Low-Post Pick
Post 2 • Triangle Left

San Antonio Spurs

Pos.	Player	Stat	Rating
PG	A. Johnson	Shooting:	57
SG	A. Jackson	Rebounding:	47
SF	S. Elliott	3-Pointers:	41
PF	T. Duncan	Offense:	73
C	D. Robinson	Defense:	65
		Overall:	88

85 Bonus Points

Base Post • Post 1
Low-Triple Post • Baseline-Up

Seattle Sonics

Pos.	Player	Stat	Rating
PG	G. Payton	Shooting:	68
SG	H. Hawkins	Rebounding:	49
SF	D. Schrempf	3-Pointers:	61
PF	V. Baker	Offense:	73
C	J. McIlvaine	Defense:	65
		Overall:	89

75 Bonus Points

Base Post • Point Cut
Fifty Cut • Baseline-Up

Utah Jazz

Pos.	Player	Stat	Rating
PG	J. Stockton	Shooting:	66
SG	J. Hornacek	Rebounding:	52
SF	B. Russell	3-Pointers:	36
PF	K. Malone	Offense:	74
C	G. Ostertag	Defense:	51
		Overall:	88

70 Bonus Points

Back Screen Slide • Draw and Dish
Low-Post Pick • Picket Fence

Vancouver Grizzlies

Pos.	Player	Stat	Rating
PG	B. Hurley	Shooting:	43
SG	B. Edwards	Rebounding:	43
SF	G. Lynch	3-Pointers:	21
PF	S. Abdur-Rahim	Offense:	47
C	B. Reeves	Defense:	51
		Overall:	77

130 Bonus Points

Fifty Cut • Flex Stagger
Triple Pick • 2-Up

NBA Eastern Conference

Just to be fair, we've also charted the Eastern Conference teams for you. Now just because the Bulls have captured six championships in eight years doesn't mean they won't have a fight on their hands this season. One of these other teams could be just a trade or two away from championship glory!

Atlanta Hawks

Pos	Player	Rating	Value
PG	M. Blaylock	Shooting:	51
SG	S. Smith	Rebounding:	50
SF	T. Corbin	3-Pointers:	31
PF	C. Laettner	Offense:	54
C	D. Mutombo	Defense:	56
		Overall:	81

100 Bonus Points

1-Zip • Two-Up
Two-Wheel • Post 1

Boston Celtics

Pos	Player	Rating	Value
PG	K. Anderson	Shooting:	49
SG	R. Mercer	Rebounding:	56
SF	A. Walker	3-Pointers:	30
PF	W. McCarty	Offense:	51
C	A. De Clercq	Defense:	54
		Overall:	82

110 Bonus Points

Slice • Flex Stagger
Box and 1 • Box Set

Charlotte Hornets

Pos	Player	Rating	Value
PG	D. Wesley	Shooting:	61
SG	B. Phills	Rebounding:	45
SF	G. Rice	3-Pointers:	56
PF	A. Mason	Offense:	70
C	V. Divac	Defense:	62
		Overall:	84

90 Bonus Points

2 Stack Pick • Base Post
Fifty Cut • Baseline-Up

Chicago Bulls

Pos	Player	Rating	Value
PG	R. Harper	Shooting:	71
SG	R. Guard	Rebounding:	55
SF	S. Pippen	3-Pointers:	53
PF	D. Rodman	Offense:	78
C	L. Longley	Defense:	70
		Overall:	97

70 Bonus Points

Triangle Cut • Triangle Left
Low-Triple Post • 2 Circle

Cleveland Cavaliers

Pos	Player	Rating	Value
PG	B. Knight	Shooting:	59
SG	W. Person	Rebounding:	52
SF	C. Henderson	3-Pointers:	31
PF	S. Kemp	Offense:	49
C	Z. Ilgauskas	Defense:	68
		Overall:	86

95 Bonus Points

Screen and Roll • Picket Fence
Back Screen Slide • Low-Post Pick

Detroit Pistons

Pos	Player	Rating	Value
PG	L. Hunter	Shooting:	52
SG	J. Dumars	Rebounding:	48
SF	G. Hill	3-Pointers:	31
PF	J. Williams	Offense:	58
C	B. Williams	Defense:	58
		Overall:	84

110 Bonus Points

3-Down • 3-Up Cross
Triple Pick • Slice

Indiana Pacers

Pos	Player	Rating	Value
PG	M. Jackson	Shooting:	62
SG	R. Miller	Rebounding:	51
SF	C. Mullin	3-Pointers:	32
PF	D. Davis	Offense:	68
C	R. Smits	Defense:	63
		Overall:	86

75 Bonus Points

Triple Pick • Naked Swing
3-Up Cross • 2 Stack Pick

Miami Heat

Pos	Player	Rating	Value
PG	T. Hardaway	Shooting:	57
SG	V. Lenard	Rebounding:	44
SF	J. Mashburn	3-Pointers:	57
PF	P. Brown	Offense:	55
C	A. Mourning	Defense:	57
		Overall:	84

90 Bonus Points

Point Cut • Fifty Cut
5-Up • Baseline-Up

Milwaukee Bucks

Pos	Player	Rating	Value
PG	T. Brandon	Shooting:	52
SG	R. Allen	Rebounding:	47
SF	G. Robinson	3-Pointers:	36
PF	T. Hill	Offense:	62
C	E. Johnson	Defense:	61
		Overall:	81

115 Bonus Points

Box and 1 • Draw and Dish
Point Cut • Screen and Roll

New Jersey Nets

Pos	Player	Rating	Value
PG	S. Cassell	Shooting:	52
SG	K. Kittles	Rebounding:	61
SF	K. Gill	3-Pointers:	39
PF	K. Van Horn	Offense:	59
C	J. Williams	Defense:	70
		Overall:	89

100 Bonus Points

Point Cut • Box and 1
1-Zip • 2 Circle

New York Knicks

Pos	Player	Rating	Value
PG	C. Ward	Shooting:	57
SG	A. Houston	Rebounding:	56
SF	M. Camby	3-Pointers:	39
PF	L. Johnson	Offense:	61
C	P. Ewing	Defense:	61
		Overall:	85

90 Bonus Points

Low-Post Pick • Low-Triple Post
2-Wheel • 1-Zip

Orlando Magic

Pos	Player	Rating	Value
PG	A. Hardaway	Shooting:	48
SG	N. Anderson	Rebounding:	44
SF	C. Outlaw	3-Pointers:	42
PF	H. Grant	Offense:	63
C	D. Schayes	Defense:	59
		Overall:	81

120 Bonus Points

1-Zip • Box and 1
3-Up Cross • 2 Stack Pick

Philadelphia 76ers

Pos	Player	Rating	Value
PG	A. Iverson	Shooting:	45
SG	B. Shaw	Rebounding:	54
SF	J. Smith	3-Pointers:	23
PF	T. Thomas	Offense:	41
C	T. Ratliff	Defense:	64
		Overall:	80

120 Bonus Points

1-Zip • Point Cut
Slice • Triangle Left

Toronto Raptors

Pos	Player	Rating	Value
PG	C. Billups	Shooting:	48
SG	D. Christie	Rebounding:	58
SF	G. Trent	3-Pointers:	23
PF	C. Oakley	Offense:	51
C	K. Willis	Defense:	51
		Overall:	81

120 Bonus Points

Draw and Dish • 5-Up
2 Circle • 2 Stack Pick

Washington Wizards

Pos	Player	Rating	Value
PG	R. Strickland	Shooting:	52
SG	M. Richmond	Rebounding:	47
SF	J. Howard	3-Pointers:	25
PF	O. Thorpe	Offense:	63
C	G. Muresan	Defense:	54
		Overall:	81

110 Bonus Points

Two-Wheel • 4-Wing
3-Down • 2 Stack Pick

ALL-STAR SQUADRONS

The Exhibition Mode includes these two All-Star lineups. In your Season, the computer will use your game's mid-season stats to generate the All-Star rosters. If you'd like, you can also edit the lineups before the Big Game.

Western Conference

Pos	Player	Rating	Value
PG	G. Payton	Shooting:	72
SG	K. Bryant	Rebounding:	72
SF	K. Garnett	3-Pointers:	38
PF	K. Malone	Offense:	90
C	S. O'Neal	Defense:	94
		Overall:	100

1-Zip • 2 Circle
2 Stack Pick • 3-Down

Eastern Conference

Pos	Player	Rating	Value
PG	A. Hardaway	Shooting:	63
SG	M. Blaylock	Rebounding:	69
SF	G. Hill	3-Pointers:	43
PF	S. Kemp	Offense:	84
C	D. Mutombo	Defense:	91
		Overall:	99

1-Zip • 2 Circle
2 Stack Pick • 3-Down

The Fantasy Draft

If you don't make it to post-season play or you're defeated in the playoffs, the computer will generate results for the championship and declare a winner. You'll then have the choice of ending Season play or continuing your game. If you continue, you'll enter the NBA rookie draft, where you'll sign two new prospects.



After the draft comes more signings, releases and trades. You'll then hold training and choose your roster for the 2000-2001 season!



ACCLAIM SHOOTS AND SCORES WITH NHL BREAKAWAY '99, SERVING UP A MOST WICKED POWER PLAY!

NHL BREAKAWAY 99™

Virtual Gretzkys and goons alike will enjoy the newest version of Acclaim's NHL Breakaway. Breakaway '99 features the current rosters from all 27 NHL teams and eight international squads. Upgrades from last year's game include increased speed, improved AI (particularly for the goalies) and a new create-a-player option. Everything else that you'd expect from a front line hockey sim is here, too. Penalty options, season modes, realistic fighting and a nice instant replay option so you can relive your moments of glory. From Hasek dominating the goal to Hull smashing the puck, the NHL's brightest stars shine in this digital rink.



EXHIBITION

Exhibition Mode allows for contests between any of the teams, whether it is Slovakia versus San Jose or a Stanley Cup rematch of the Red Wings and the Capitals. It's easy to set up matches, but they can't be saved, so this mode is best for grudge matches among a group of friends.





Playing Exhibition matches is a good way to check out the teams before you start a season. You can study the strengths and weaknesses of every player in on-ice situations.

SEASON

Once you are comfortable playing, choose your favorite team and start up a season. Season play is great for stat freaks, as the game tabulates the league leaders for 20 different categories, ranging from assists to save percentage. Team management options allow you to trade players, develop prospects, and even hire and fire coaches. You can be a player or the general manager. If you're ambitious, fill both roles and bodycheck the players you trade away!





In Season Mode, you can play out the actual '98-'99, 82-game NHL schedule for any team. If you prefer, you can select a computer-generated schedule of 26, 40 or 82 games.





Pass the puck! Ice hockey is a team sport. If you let your leading scorer endlessly hog the puck, you will miss out on countless opportunities to slip one past the goalie.

PLAYOFFS

Any player can tell you that the true legends of ice hockey are born in the playoffs. The stakes are high, competition is insanely fierce and the body checks are bone-rattling. In the NHL, Wayne Gretzky led the Oilers to four Stanley Cups in five years, while the Red Wings have shredded the league on their way to the last two trophies. The Russians and Canadians are the most dominant international teams, but Jaromir Jagr and Dominik Hasek led the Czech Republic to Gold in Nagano. Do you have what it takes to face off against these guys?



The instant replay option lets you review the brutal checks and blazing goals from almost any angle. Hit the Start Button after a play, and you can see it unfold in slow motion.



In the playoffs, NHL Breakaway '99 tracks the top 100 players in all offensive categories and each goalie's numbers. You can also view their statistics from the '97-'98 season.

SET THE PLAYOFFS



Re-create the most recent quest for Lord Stanley's Cup by selecting the '97-'98 playoff tree on the options menu. Will the Detroit Red Wings be able to crush the competition in the world of NHL Breakaway?



You do not have to confine yourself to playing just last season's matchups. By creating a custom playoff tree, you can also simulate the 1999 Stanley Cup Championship when next year's postseason heats up.

SHOOTOUT

You stare down the goalie in front of a tense crowd. The ref drops the puck and you skate, quickly accelerating toward the goal. The goalie breathes a cloud of steam and you strike, slamming the puck toward the opposite corner of the net! In the Shootout Mode, you match a line of five players against five on another team and take turns facing off against the goalies. After each player shoots once, the team with more goals wins. If the score remains tied, the players continue shooting in a sudden death situation.



In an exhibition game, you can select the shootout option in place of an extra period. If you plan to do so, you should sharpen your Breakaway shootout skills by playing in Shootout Mode first.



Since every shot is a pressure shot in Shootout Mode, these quick matchups can supply great experience, preparing you for the nail-biting breakaways that you will face in the do-or-die playoff games.

NHL TEAMS

From the Detroit Red Wings' budding dynasty to the expansion Nashville Predators' first year, NHL Breakaway '99 allows you to take control of any NHL club. The key players and overall rankings are listed on the selection screen of each team.







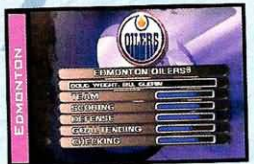






















PRACTICE

The Practice Mode allows you to adjust the number of players on the ice. Each team can be set to have two to six players. If you want to work on developing a ruthless power play, set the opposing team to have fewer players than your team and work on pounding the goalie. For a crack penalty killing unit, give the opposition the edge and focus on dumping the puck down the ice.



By giving yourself a six-on-two player advantage during practice, you can work on your scoring strategy without defensive interference. Be prepared for a tougher matchup during the games, though.



Practice Mode is the best place to work on your offensive moves. Try skating backward toward the goal and rotating as you launch a powerful shot. This move can limit turnovers and confuse the goalie.

















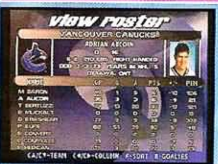






ROSTER MOVES

VIEW ROSTERS & STATS



Viewing the roster lets you see your stats during a season. You can sort by any statistic to pinpoint your team leaders.

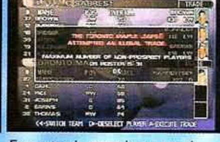


Edit your lines to improve your team's on-ice chemistry, especially if you make trades, sign free agents or get injured.

TRADE PLAYERS



Bargain for the best deals when you make trades. Do not put a star on the block unless you get a great player in return.



Every trade must have equal numbers of players on each side of the deal. You can't make three-for-one deals in this game.

CREATE PLAYERS



You create players by spending points on 13 different hockey skills, such as endurance, skating and offensive awareness.



Creating a goalie is totally different from creating other position players, because goalies have a unique set of skills.

INTERNATIONAL TEAMS

For International Playoffs, pick a club from the top eight national teams. The top NHL stars are also on these teams because the Olympics now allow pro players.









RUSSIA







COUNSELORS' corner



THE LEGEND OF ZELDA: OCARINA OF TIME

WHAT'S IN THE BIG VASE AT GORON CITY?

The rotating vase in Goron city holds many surprises, but unless you have the Goron's Bracelet, which grants the ability to pick bomb flowers, you'll be unable to find out what's inside. Once you're able to throw bombs, run up to the second ledge from the bottom. Grab a bomb and race to the edge. Throw the bomb into the vase, and the explosion will yield a Piece of Heart. Subsequent bombs will yield only rupees.



Chief Darunia, if properly amused by your skills with the Ocarina, will grant you the Goron's Bracelet that allows you to pick up bombs.



Young Link cannot throw bombs as high as the rotating vase, so you will need to stand on the second level of Goron City.

? HOW DO I LEARN TO RIDE EPONA? ?

Horseback riding isn't for little boys, so you'll have to wait until Link is an adult. Once he's grown, return to Lon Lon Ranch and accept Ingo's challenge to a horse race. Make sure your purse is packed because Ingo requires a fifty-rupee wager to participate. The first race isn't very difficult, but as the second race starts Ingo cheats and takes a head start. If you want to catch up with him, be sure you use your carrots wisely. Use them only to boost Epona on straight stretches. If you use a carrot before a corner, Epona will swing wide and lose precious time.



Pass Ingo only in the straight stretches. He has a tendency to leave an open lane.



Be ready for Ingo to fudge the starting block a little and get a head start.



Keep an eye on your carrots. Although they do replenish, don't use them too quickly.

▶WCW/nWo REVENGE



HOW CAN I CONTROL A MANAGER?

This special manuever works only when you select a wrestler that has a manager and when you have a Controller plugged in either the third or fourth port. Choose a one-on-one Exhibition Match, select a wrestler with a manager and press the Z Button on the third or fourth controller. Now you're able to bring the manager into play by using one of these controllers. Fear the manager's pythons!



This special trick will work only if you select a wrestler with a manager.



Now, you can guide the manager into the ring and cause some serious double trouble.

? ARE THERE HIDDEN WRESTLERS IN THIS GAME? ?

You bet there are! WCW/nWo Revenge wouldn't dream of denying you the ability to unlock some of your favorite wrestlers. The only way, though, to activate these hidden brawlers is to be good enough with a regular wrestler to win a match. Curt Hennig can be released if you win the U.S. Heavyweight title, beating the Cruiserweight match with free Kidman on Raven's Flock. Meng can be accessed only after you are victorious in a Tag Team game. Roddy Piper will make the scene after you prove you have the moves to win the World Championship. Finally, Kanyon and Mortis are at your disposal only after you have strutted your stuff at the TV Title. Only Kanyon appears available, but if you highlight Kanyon and press left C, Mortis materializes.

Roddy Piper is hidden in there, waiting for the right brawler to set him free.



On the wrestler select screen, highlight Kanyon and press the Left C button to activate Mortis.

? HOW DO I STEAL AN OPPONENT'S SPECIAL MOVE?



Nothing shames an opponent more than when you are able to perform his own trademark move on him. To properly "borrow" a special move, wait until your Special Meter is flashing. Then stand either in front of an opponent facing him or directly behind him and press the A and B Buttons together. Not only will this little trick school him with his own signature move, but you'll perform your own special move for a wow 'em, two-move combo.

Carefully line up your wrestler with your opponent.



Watch one special move...



...follow another to perform a devastating combo!

▶BANJO-KAZOOIE



WHAT'S THE EASIEST WAY TO DEFEAT A LIMBO?

Mad Monster Mansion is filled with pesky Limbos. The easiest or best way to get rid of them, and do so without losing precious honeycombs, is to stun the beasties before trying to use a special Kazooie move. You can stun them by konking them upside the noggin with an egg. Once the creature is in a daze, use the Wonderwing to dispatch it completely.



A good shot upside the head with a blue egg will leave the Limbo temporarily senseless.



Use Kazooie's Wonderwing move to send the Limbo packing.

? HOW CAN I HELP THE SICK POLAR BEAR AT FREEZEEZY PEAK? ?

Ah, what a couple of humanitarians. Once you enter the stage, go left and fall down two ice slides. You'll pass the sick polar bear on the way down. Once you've hit bottom, dust yourself off and continue forward. Walk between the snowman's frozen feet and do a quick double-jump to land behind his right foot. Use Kazooie to run up the slippery ice slide, and turn left at the top to find the snowman's bright red and yellow scarf. Scurry up the scarf to reach the snowman's neck. You'll see a Schock Jump pad, but pass it up and walk away from the head to find a sled. The moment you touch the sled, you'll automatically be treated to an exciting ride down the snowman's scarf. The polar bear will be so happy to see the sled—a bear necessity, indeed!



Banjo is too loose-footed to make it up the icy slide. Use sure-footed Kazooie instead.



The scarf leads our dynamic duo up the snowman's body to find the sled.

? HOW DO I GET THE JIGGY IN THE STATUE IN BUBBLE GLOOP SWAMP? ?

There's a jigsaw piece waiting for Banjo and Kazooie in the statue at Bubble Gloop Swamp. Face the ugly statue (it's of Gruntilda, after all), go to the right, and you'll see a Note Door. Without 260 notes, you won't be able to enter. Beyond the door, you'll find a large vase. Use Kazooie's Rat-a-tat Rap attack (press A to jump and B to attack) to break down the door blocked by the sand bricks. Venture down the steps and perform a beak-busting stomp on the Shock Jump Pad to reveal the actual Shock Jump Pad. Return to the vase and use the Shock Jump Pad to leap into the vase. The jiggy is all yours.



Using the Rat-a-tat Rap is the only way to break through the sand bricks blocking the door.



Without the extra spring of the Shock Jump Pad, you cannot get into the vase.



You must activate the Jump Pad to get into the vase. A regular jump just won't cut it.

▶ SUPER MARIO RPG: LEGEND OF THE SEVEN STARS



WHERE IS THE SURPRISE BOX IN THE SUNKEN SHIP?

Once you enter the clone room, you should notice the surprise box along the top-left wall, near the middle. It's higher than Mario can reach with a normal jump, so you'll have to bounce off the head of a clone to reach it. Since the clones walk in the opposite direction of Mario, you'll need to lure one in front of the box and quickly turn on it if you want to jump off its head before it gets too far away.



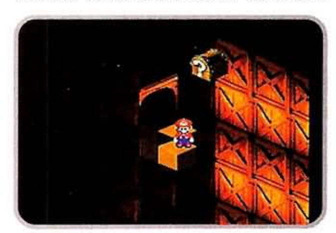
Carefully position a clone in front of the box by walking in front of it.



Bounce off the clone's cranium to grab the out-of-reach box.

? WHERE CAN I LOCATE THE MASHER? ?

The Masher is one of the trickiest weapons to find. It's in the Booster Tower near the switch. From the switch room, go through the upper-left exit. Walk up and to the right until you can take an exit that points down and to the right. You'll immediately spot a treasure box up in the air. There's a teeter-totter below (you can't see it, but it's there) that you must use to reach the box. Stand on the lowest block of the ledge. Depending on your television's color, this block will appear brown or gold. Now, walk diagonally down and right. This will lead you off the ledge, so hold Down on the Controller, and you will float out. If you miss the teeter-totter (keep your chin up, this took even us a couple of tries), don't worry. Exit the tower and re-enter for another chance. If you hit the teeter-totter precisely, you will be launched up and into the box. The Masher is now yours—don't be afraid to use it.



Only from the lowest block on the ledge can you safely jump onto the teeter-totter.



Hold the Down and Right on the Controller even after you've jumped off the ledge or you won't properly "float" to the teeter-totter.



Q&A FAST FACTS

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)



F-ZERO X

Q: How can I choose the other machines?

A: You must average first place on different difficulty levels.

Q: Are there any shortcuts?

A: There are no shortcuts in the game that we're aware of.

CRUIS'N WORLD

Q: What is "Skidpad?"

A: Skidpad is how well the vehicle can corner. The lower the number, the better.

Q: What is "Aero Coeff?"

A: Aerodynamic Coefficiency is how aerodynamic a vehicle is. Also, the lower the better.

BODY HARVEST

Q: What does the purple arrow signify?

A: The arrow points to where the Harvester wave is.

Q: Oops! How can I get a destroyed vehicle back?

A: Return to the Alpha One and use a computer terminal to reset all vehicle locations.

THE LEGEND OF ZELDA® LINK'S AWAKENING DX™

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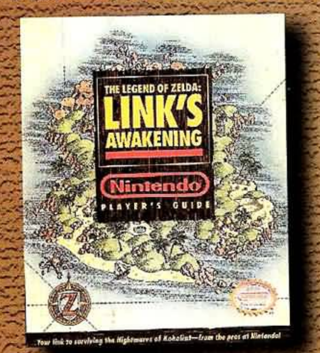
COMPATIBLE WITH GAME BOY COLOR

Do you dream in black and white? Link's Awakening, the Game Boy classic that had Link journeying through a dreamworld, was once a monochrome adventure, but the new "DX" version has the dream recurring in full-color, with a new dungeon, new enemies, new items and Game Boy Printer compatibility.

Reawakening with a New Dungeon

Not only has Link's Awakening been rereleased in color, it's been reprogrammed with a new dungeon and Game Boy Printer options. While all printer-equipped Game Boys, color or monochrome, can print images from the adventure, only Game Boy Color can access the new dungeon. Monochrome and Super Game Boy users won't be able to explore the bonus area, but like Link, they can always dream. If you need detailed instructions, refer to our Link's Awakening Player's Guide, which is still available and as timely as ever.







A photographer has been added to the game, and when a good photo op arises, the shutterbug will snap a pic of Link. Visit the Camera Shop to the north of the cemetery to thumb through your album and print your snapshots.

Dream Analysis

This page lists the steps Link will need to take to wake the Wind Fish who's trapped Link in its dream. Complete the objectives to the right to gain access to the first dungeon. New dungeon info won't be in the player's guide, but it's in the following pages, and once you reach step 6 in Dungeon 2, you'll be ready to enter.

- ❑ Get the shield from Tarin.
- ❑ Go to the Library.
- ❑ Find your sword at Toronbo Shores.
- ❑ Find the Toadstool in the Mysterious Woods.
- ❑ Visit the Witch's Hut in Koholint Prairie.
- ❑ Get Powder from the Witch by giving her the Toadstool.
- ❑ Sprinkle Powder on the Racoon.
- ❑ Get the Tail Key.

Dungeon 1: The Tail Cave

1. FIND THE FEATHER.
2. SLASH MOLDORM IN THE TAIL.
3. GET THE FULL MOON CELLO.
4. GO TO TAL TAL HEIGHTS.
5. DEFEAT THE MOBLIN LEADER.
6. RESCUE BOWWOW.

Dungeon 2: The Bottle Grotto

1. DEFEAT HINOX.
2. LIGHT THE LAMPS TO BUST THE GHOSTS AND EARN THE BRACELET.
3. DEFEAT THE GENIE.
4. GET THE CONCH HORN.
5. RETURN BOWWOW TO MADAME MEOWMEOW IN MABE VILLAGE.
6. GO TO THE CEMETERY TO ENTER THE COLOR DUNGEON.
7. RETURN TO MABE VILLAGE TO BUY BOMBS AND A SHOVEL.
8. VISIT RICHARD IN HIS HOUSE TO THE EAST OF THE SIGNPOST MAZE.
9. GO TO KANALET CASTLE AND TALK TO KIKI THE MONKEY.
10. CALL ULRIRA.
11. RETURN TO MARIN AND TARIN'S HOUSE TO ASK THEM WHERE TO FIND BANANAS.
12. VISIT SALE THE ALLIGATOR AT TORONBO SHORES.
13. RETURN TO MABE VILLAGE TO WIN A YOSHI DOLL AT THE TRENDY GAME.
14. GIVE THE DOLL TO THE QUADRUPLETS' MOTHER TO GET THE RIBBON.
15. GIVE THE RIBBON TO BOWWOW TO GET THE CANNED DOG FOOD.
16. GIVE THE DOG FOOD TO SALE TO GET THE BANANAS.
17. GIVE THE BANANAS TO KIKI SO THE MONKEY WILL BUILD YOU A BRIDGE.
18. CROSS THE BRIDGE TO SEARCH KANALET CASTLE FOR THE FIVE GOLDEN LEAVES.
19. THROW A ROCK AT THE RAVEN TO BATTLE IT AND WIN A LEAF.
20. DEFEAT THE ROCK-THROWER THAT PEEPS OUT OF THE HOLES TO WIN A LEAF.
21. DEFEAT THE ENEMIES IN THE CASTLE FOR THE REMAINING LEAVES.
22. GIVE THE LEAVES TO RICHARD.
23. GET THE SLIME KEY.

Dungeon 3: The Key Cavern

1. FIND THE PEGASUS BOOTS.
2. CHARGE SLIME EYES WITH YOUR SWORD TO WIN THE SEA LILY BELL.
3. GO TO THE DREAM SHRINE TO GET THE OCARINA.
4. GIVE KIKI'S STICK TO TARIN TO GET THE HONEY.
5. VISIT THE ANIMAL VILLAGE.
6. GIVE THE COOK THE HONEY TO GET THE PINEAPPLE.
7. FIND MARIN AT TORONBO SHORES AND LEARN THE BALLAD OF THE WIND FISH.
8. TAKE MARIN TO THE ANIMAL VILLAGE TO WAKE THE WALRUS.
9. GET THE ANGLER'S KEY IN YARNA DESERT.
10. JOURNEY TO TAL TAL MOUNTAIN TO FIND THE QUADRUPLETS' FATHER.
11. GIVE THE PINEAPPLE TO THE FATHER TO GET THE HIBISCUS.
12. GIVE THE HIBISCUS TO THE GOAT IN ANIMAL VILLAGE TO GET THE LETTER.
13. DELIVER THE LETTER TO MR. WRITE IN GOPONGA SWAMP TO GET THE BROOM.
14. UNLOCK THE ANGLER'S CAVE.

Dungeon 4: The Angler's Cave

1. FIND THE FLIPPERS.
2. DEFEAT THE ANGLER FISH TO WIN THE SURF HARP.
3. VISIT MANBO THE FISH TO LEARN MANBO'S MAMBO.
4. GIVE THE BROOM TO GRANDMA ULRIRA TO GET THE FISHING HOOK.
5. GO TO THE HOUSE AT MARTHA'S BAY.
6. RETURN THE GHOST TO THE CEMETERY.
7. DIVE TO THE ENTRANCE OF THE CATFISH'S MAW.

Dungeon 5: The Catfish's Maw

1. DEFEAT THE STALFOS FOUR TIMES TO WIN THE HOOKSHOT.
2. EXIT THE DUNGEON TO BUY A BOW.
3. DEFEAT THE GOHMAS WITH YOUR BOW AND ARROWS.
4. DEFEAT THE SLIME EEL WITH YOUR HOOKSHOT AND SWORD.
5. GET THE WIND MARIMBA.
6. GIVE THE FISHING HOOK TO THE FISHERMAN TO GET THE NECKLACE.
7. GIVE THE NECKLACE TO THE MERMAID TO GET THE MERMAID SCALE.
8. GIVE THE MERMAID SCALE TO THE MERMAID STATUE TO GET THE MAGNIFYING GLASS.
9. FIND GORIYA IN TORONBO SHORES TO TRADE YOUR SHOVEL FOR HIS BOOMERANG.
10. GET THE FACE KEY IN THE SOUTH FACE SHRINE.
11. LIGHT THE TWO TORCHES WITH POWDER.

Dungeon 6: The North Face Shrine

1. USE THE BRACELET TO RETURN SMASHER'S VOLLEY.
2. BOMB THE FACADE TO RECEIVE THE CORAL TRIANGLE.
3. GO TO THE SIGNPOST MAZE.
4. FIND MAMU THE FROG TO LEARN THE FROG SONG OF SOUL.
5. WAKE THE ROOSTER IN MABE VILLAGE WITH THE SONG.
6. TREK TO THE TAL TAL MOUNTAIN RANGE TO FIND THE BIRD KEY.

Dungeon 7: The Eagle's Tower

1. GET THE MIRROR SHIELD.
2. DEFEAT THE GRIM CREEPER BY GROUNDING ITS SIX BATS.
3. DEFEAT THE EVIL EAGLE USING YOUR HOOKSHOT AND MIRROR SHIELD.
4. GET THE ORGAN OF EVENING CALM.

Dungeon 8: Turtle Rock

1. PLAY THE FROG SONG OF SOUL AT THE ENTRANCE OF THE ROCK TO ENTER.
2. SLASH BOXING BLAINO FROM BEHIND AND GET THE MAGIC ROD.
3. GET THE THUNDER DRUM BY SNUFFING HOT HEAD WITH THE ROD.
4. PLAY A SONG FOR THE WIND FISH EGG.

The Color Dungeon

The colors will be your clues in the new dungeon, since you'll have to rely on the color of enemies and puzzle pieces to gauge how close you are to reaching success. With color being such an important element in the new area, the dungeon's skeleton guards will refuse to allow non-Game Boy Color users to pass beyond their post. If you're playing in color and you already have Roc's Feather and the Power Bracelet in your inventory, creep to the southeastern corner of the cemetery and push the gravestones in the direction and sequence illustrated to the right.



The Graves' Situation

The New Items Hidden in the New Dungeon

The Color Dungeon conceals two new items that will make Link fashionably fit for adventure. After defeating the dungeon's boss, you'll be able to visit a fairy who'll expand your wardrobe by allowing you to choose between the Red Tunic that increases your attacking power or the Blue Tunic that decreases the damage you take.

Red Tunic



OR

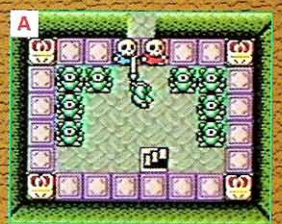
Blue Tunic



Adventuring through the Color Dungeon

As you search for your new clothes, outfit yourself with the Power Bracelet, a fashion accessory well-suited for certain battles in the new region, and keep in mind that color is the key to solving the dungeon's mysteries. Your bonus area battles will also be easier if you're armed with a full supply of Magic Powder.

Am I Blue or Am I Red?



When the skeletons blocking the entrance ask you whether they're red or blue, choose a color, then talk to them again. When they ask you a second time, choose the other color as your answer.

If It's Red, Make It Blue



Hit only the domes that were glowing red (in this case, the top left and bottom right ones) when you first entered the room to change all domes to blue and make the chest appear.

From Green to Yellow to Red



Landing on a green tile turns it yellow, landing on a yellow one turns it red, and landing on a red one turns it into a pit. After carefully hopping across the tiles, lift the jar to find a bomb.

An Explosion for Expenses



Once you've collected the bomb, return to Room B and blast the cracked portion of the south wall. Behind the barrier you've turned to rubble, you'll find a cache rich with Rupees.

Color-coordinated Slam Dunking



Slash the shelled monsters with your sword to make them clam up. Once they've rolled into a ball, use your Power Bracelet to heave them into the hole that matches their color.

Giant Leaps for a Small Key



The two monsters huddled by the chest containing the small key will eventually hop onto the tiles and turn them into pits. Scoot to their stomping grounds, then slash them.

A Pinch of Powder for the Nightmare Key



Powder the giant Buzz Blob to drain its voltage, then slash. Once you've short-circuited it, exit west, then push the top and bottom blocks to the left and the middle one up or down to reach the Nightmare's Key.

Better Red Than Blue





If you use your sword to rapidly hit the Nightmare, the bulbous beast won't have a chance to reenergize back to its blue color. To earn your way to your new clothes, keep hitting the monster until it turns red.

Overcoming the Nightmares

Other than their colorized makeover, the original dungeons remain the same, and their bosses remain as vicious as ever. Each of the Nightmares has a weakness, and knowing the secret behind it will make the battles nothing to lose sleep over.

Moldorm



Link has to face his Nightmares, but he doesn't necessarily have to do it eye to eye. The wriggling Moldorm's weak spot is its tail, so attack it from behind with your sword while using your shield to deflect its attacks.

Genie



Stay light on your feet by using Roc's Feather to jump the Genie's fireballs. When the spirit returns to its bottle, stab it, then, using your Power Bracelet, pick up the magic lamp and throw it against a wall.

Slime Eyes



Put on the Pegasus Boots, then charge the wall to make the Slime Eyes appear. Ram the peepers using your dash attack to separate them into two eyeballs, then poke each eye out with your sword.

Angler Fish



Using your sword, bombs or arrows, hit the Angler Fish's antenna ball as many times as you can. If you're fast enough, you'll fry the fish before it has a chance to cause an under-water avalanche when it charges the left wall.

Slime Eel



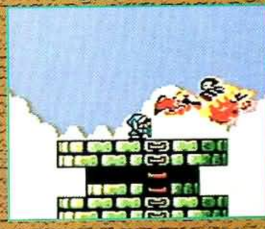
The Slime Eel and a decoy eel will emerge from the holes in the ground. If your hookshot has fished out the eel that wears its heart on its segment, you've reeled in the real deal. Using your sword, break that eel's heart.

Facade



The phantom face will bombard you with flying tiles. Shield yourself from the debris, then, when the rain has ceased, deface the Nightmare by dropping bombs on it. Five facial explosions will erase the face.

Evil Eagle



Station yourself in the center of the platform while protecting yourself from the eagle's feather and gust assaults with your Mirror Shield. Avoid falling from the tower and use your hookshot to baste the bird.

Hot Head

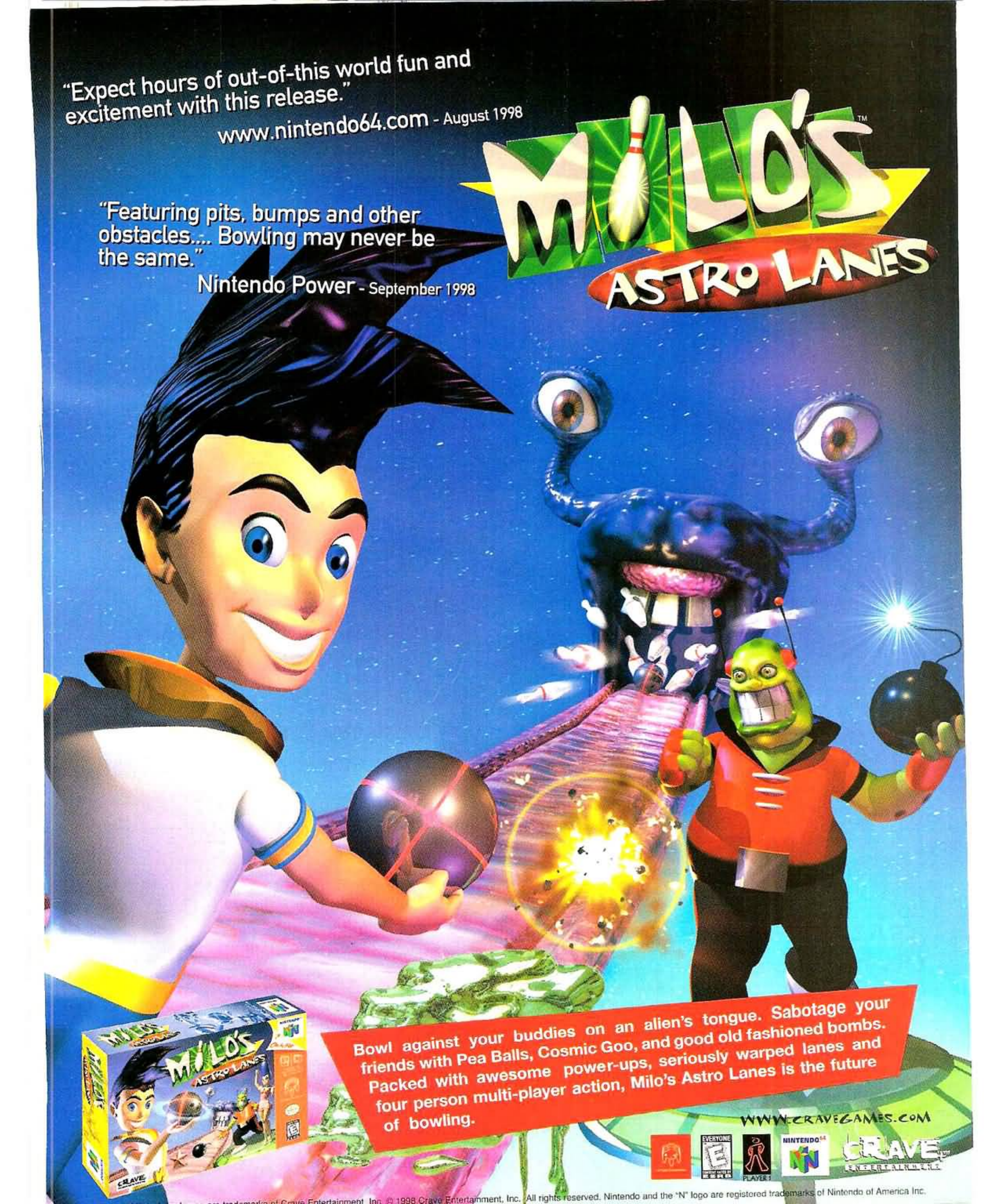


Fight fire with fire by toasting the flaming Hot Head with your Magic Rod. Of course, Hot Head will also fight fire with fire, and the scorcher's fireball attacks will be particularly devastating, so equip your shield.

The Shadow Nightmares



Powder the Gel, deflect Agahnim's fire with your sword, slash the Moldorm's tail, use the dash attack against Ganon, fire the Magic Rod at the Lanmola, and toss the boomerang at the Dethl to lay all Nightmares to rest.



"Expect hours of out-of-this world fun and excitement with this release."
www.nintendo64.com - August 1998
MILO'S ASTRO LANES
"Featuring pits, bumps and other obstacles.... Bowling may never be the same."
Nintendo Power - September 1998
Bowl against your buddies on an alien's tongue. Sabotage your friends with Pea Balls, Cosmic Goo, and good old fashioned bombs. Packed with awesome power-ups, seriously warped lanes and four person multi-player action, Milo's Astro Lanes is the future of bowling.
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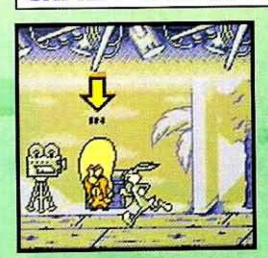
CARROT CRAZY™

LOONEY TUNES

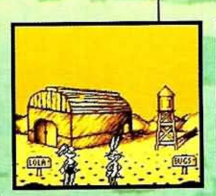
WB

Everybody's favorite wascally wabbit bounds onto Game Boy Color. From Warner Bros. Studios to the outer edges of space, Bugs and his floppy-eared friend, Lola, spring into action.

CRAZY LIKE A FOX...ER, RABBIT



It's time for more hare-raising adventures with the Looney Tunes crew. Bugs, Lola, Daffy Duck, Elmer Fudd, Marvin the Martian, Taz, and Yosemite Sam are all here, and this time they're in full, glorious color. Carrot Crazy is crammed full of enough loony fun and wacky action to keep you more than satisfied for the long haul. One of the first in the next generation of Game Boy titles, Carrot Crazy is sure to raise the bar for portable fun.

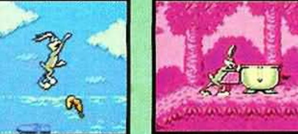




Carrot Crazy looks great in color, but classic Game Boy gamers have nothing to fear. The game looks and plays great in black and white, too.

TWO HEADS ARE BETTER THAN ONE

For this adventure, Bugs enjoys the addition of an amiable amiga named Lola. Bugs and Lola each have different skills and talents that you'll have to learn to use if you want to make it through Carrot Crazy without ending up in a rabbit stew. Switching is a cinch, so don't be afraid to change bunnies often.



Both Bugs and Lola can perform a super jump. To pull one off, hold the jump button down and look out below.



Bugs can dig underneath obstacles. Just look for dirt that's a slightly different color and press down.

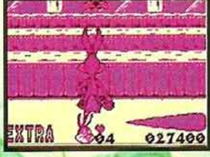


When push comes to shove, Bugs can move heavy objects out of the way or into position for climbing. Line up behind an object and push your Controller toward it.

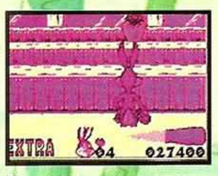
Lola has a talent that comes in very handy. She uses her umbrella to slowly parachute off high places. But try it with Bugs and you'll end up as street pizza.

GO THAT EXTRA MILE

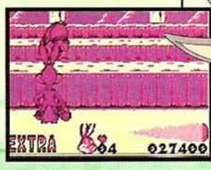
At different spots throughout each level, you'll see Tweety Bird fluttering along. Some of the time she'll be holding letters of the alphabet. If you can collect all of the letters to spell EXTRA, you get to play an extra hidden game. If you score big, you'll win yourself a free life.



Let your carrot meter fill up before you try to hit a long distance target. Aim carefully because you won't have time to shoot twice.



The middle targets are pretty easy to nail. Let your meter build to about the halfway point and then let the carrots fly.



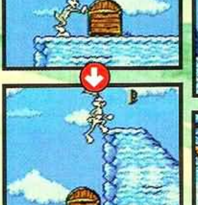
By the time you shoot at the closest targets, you should have a good idea where to stand. Let your meter fill up a bit and then shoot.

TREASURE ISLAND

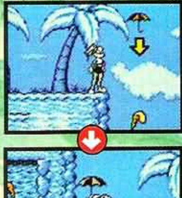


Yosemite Sam has a plan to stick it to the man, and it's your job to get in the way. Like a couple of desert island castaways, Bugs and Lola have to brave the local wildlife as they go island hopping.

SCENE 1



Use Bugs to push this large chest over to the edge of the cliff, then climb on top and jump up to the peak.

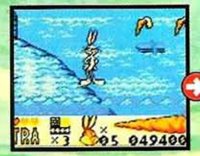


Geronimo! When you reach this cliff, make a quick switch to Lola. Her umbrella will serve to slow the long drop to the earth below.



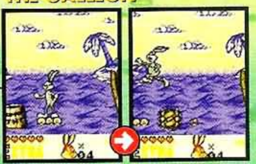


Aim the canon to the left and launch yourself into the wild blue yonder to earn a 1-up.

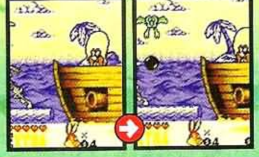


Use a well-timed super jump to clear this long and watery rift. Be sure to get a running start before you leap.

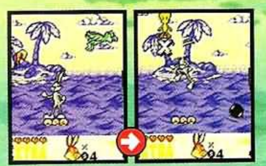
THE GALLEON



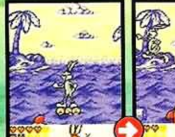
She's Gonna Blow!: Hang back until the dynamite explodes, then run for it.



Bird Droppings: Stick to the right side of the screen until your feathery friend drops his bomb, then make your move.



Son of a Gun: The cannon will stick out slightly from the ship before it fires. This is a good cue for you to get ready to jump.



Fish Food: Wait until the last second, then super jump your way to safety.

LOONEY TOWN



Daffy Duck has a decidedly despicable disposition. Here you'll have to leap across I-Beams and rooftops, travel across hot tar and avoid being made into a street pancake by a standoffish steamroller.

SCENE 1

Lola's umbrella will make her the rabbit of choice on skyscrapers. Be sure to switch from Bugs when you're up high.



You'll need to grab two super carrots to fly your way up to Tweety Bird and the letter "A." Be sure to pick Lola in case you miss that second carrot.

SCENE 2





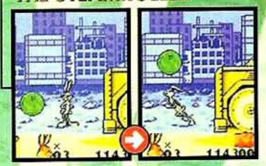
Look before you leap! Super jump across this extra large gap. If you manage to make it to the other side, you'll find a 1-up.



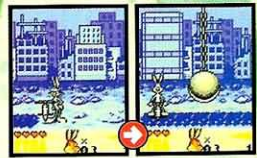


In this scene, skate or die. Hop onto this conveniently placed skateboard and coast safely across the hot tar.

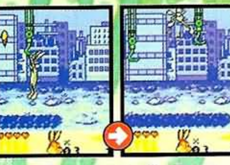
THE STEAMROLLER



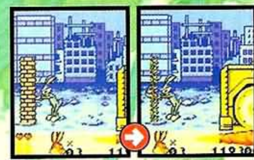
The Steamroller: Stay toward the right side of the screen until the barrel bounces once, then speed underneath it.



Taz's Zoo: Use the jackhammer to bounce your way across the hot tar pit. And be sure to look out for the giant wrecking ball!



Yo-yo: Bugs can make like Tarzan and swing from pulley to pulley. Use super jumps or you'll end up as a tar fondue.



Another Brick in the Wall: Use your hammer to pound these walls to pieces. You've got to work fast, though, or you'll end up in 2-D.

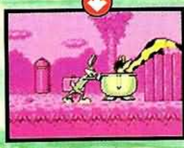
TAZ'S ZOO



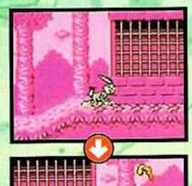
There's a tornado warning in the area! The zookeepers must have missed a feeding, because the animals are acting a little crazy. As usual, Taz is a bit wound up, so be on the lookout and watch your step.

SCENE 1





Push this feeding tub over to the cage then use the giraffe's neck as a staircase to climb over the wall.

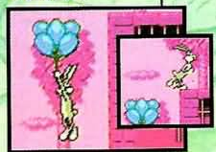




Can't find a way over or around it? Bugs can make like a mole and dig his way under this cage.

SCENE 2





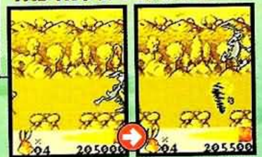
Catch the bunch of blue balloons and hang on until your reach the rooftop. It'll take a super jump to keep from taking a fall.



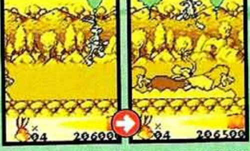


You'd better try this one with Lola. It'll take seven super carrots to fly you to the letter "R." Don't worry if it takes you a few tries to get it right.

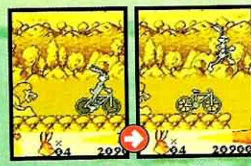
THE TROUPE ESCAPES



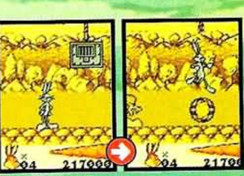
Taz-quake: You can safely wait to see the spot where Taz's sinkhole will appear and still have time to leap over it.



Full of Hot Air: Hop from one balloon to the next as the troupe gets closer. Wait for just the right moment before the balloon pops.



Tour de Taz: The bicycle will help you stay ahead of the pack. Once you reach Taz's sink hole, you'll have to hoof it.



Crate and Barrel: Be patient! Wait for each crate to drop before you try to move past it.



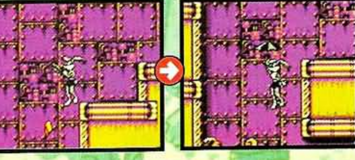
THE SPACE STATION

Marvin may be the best reason for us not to send a mission to Mars. He's causing intergalactic trouble, and it's going to take Lola and Bugs doing their best John Glenn impressions to save the day.

SCENE 1



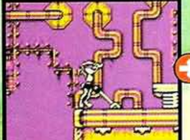
Bugs will have to push this computer unit across the floor in order to use its power and super jump to onto the ledge.



After you travel through the third warp field, use Lola to parachute to the ledge below.

SCENE 2

Try to avoid these pesky floating mines. They look sort of like carrots so be careful what you try to put in your mouth.



Use Bugs's hammer to set the spring then climb on top for a wild ride up to the next level!

THE FLYING SCOOTER



Rock and Roll: You'll have to avoid the stationary asteroids and the moving ones while you flee Marvin's ship.



Running on Empty: Be sure to grab any fuel canisters that you see. The middle of space is not a great place to run out of gas.



Flight of the Dodos: There's not a lot you can do about these guys besides be careful and try to stay out of their way.



Mine All Mine: Running into a space mine is a bad idea on about ten different levels. Try to time your passage through their area carefully.

ELMER'S FOREST



It's no surprise that Elmer's a little testy. Everybody's favorite sportsman is on the hunt for...you guessed it, wabbits. Try to stay out of his way unless you like the idea of becoming a coat.

SCENE 1

Elmer has disguised himself as a log. A couple of shots with your hammer will have him sleeping like one, too.



Push this big boulder over the ledge to make it catapult another boulder into the perfect place for Bugs or Lola to climb up.



SCENE 2



It takes two. Use Lola to get down off the ledge then switch to Bugs and dig your way under the log pile for a piece of the plaque board.

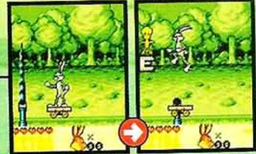




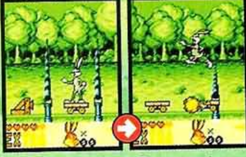


A chairlift minus the chair. Grab hold of this pulley and hitch a ride to the other side of the deep and wide chasm.

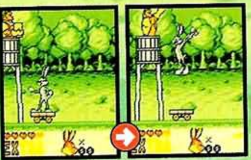
THE CRAZY TRAIN



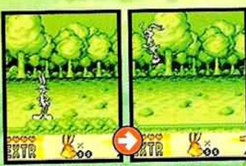
Rabbit-kabob: Don't try to jump over these spikes until they retract all the way. When they do, hurry!



Anti-lock Brakes: Be sure to jump off your rail car before it hits a wooden stop and breaks apart underneath you.



Where's My Hard Hat?: Look out for these falling bricks. You can take a shot at the men throwing them if you time your jump well.



No Rabbit is an Island: Once Elmer's train hits an island, it disintegrates quickly so don't stand around for long.

MONTEZUMA'S RETURN!™



It's been 650 years since King Montezuma hid his treasures deep within an Aztec temple, which is just a little too long for precious gems to be gathering dust. Many have ventured into the temple, but only one has returned—and he's not doing so well. Now, it's up to you, Max Montezuma, the king's only living heir, to reclaim his family's treasure. Oh, did we mention that the temple is cursed?

Tarantula Studios' Montezuma Returns shrinks the excitement of the Indiana Jones-style movies into a Game Boy Color-sized side-scroller. As Max Montezuma, adventurer extraordinaire, you'll climb jump, and battle your way through the temple in search of ancestral treasures. And don't expect any favors just because you're a relative of the big guy. You're going to have to get past the same nasty array of hench creatures—including skulls, zombies, spiders and snakes—as everyone else. Add in booby-trapped floors that move and disappear, and you've got your work cut out for you.

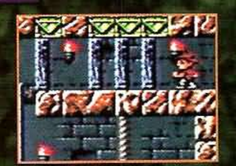


King Montezuma stored his treasure behind four different locked gates. Fortunately, he left his keys all over the temple. Keep an eye out for Circle, Triangle, Square and Half-Circle keys everywhere you go— each key opens a different gate. You can carry only five items (including keys and weapons) at once, so plan carefully.













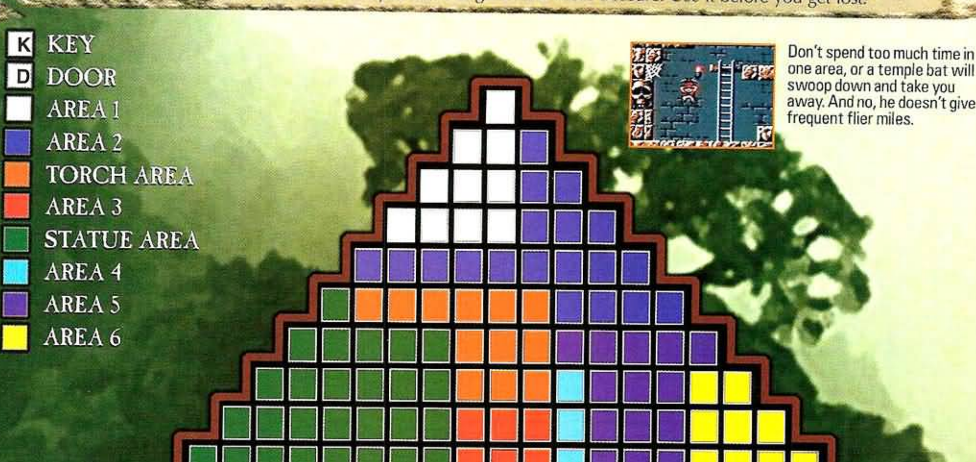






The temple has lots of twists and turns, so it's a good thing you have a map. Pressing the Select Button takes you to the main map. The map will show you where you've been, where you are and where you want to go to find more treasure. Use it before you get lost.

- K KEY
- D DOOR
- AREA 1
- AREA 2
- TORCH AREA
- AREA 3
- STATUE AREA
- AREA 4
- AREA 5
- AREA 6



Don't spend too much time in one area, or a temple bat will swoop down and take you away. And no, he doesn't give frequent flier miles.



If you consult the map when you first drop into the temple, you'll see that you are starting at the very top. Montezuma didn't spend much time booby-trapping this area, which means you should have little trouble getting the first key. To find it, go down the ladder and walk to the left.





1 Once you have the key, go back up the ladder and jump to the platform on your left. The door will open automatically as you approach it.



2 Blue shields temporarily protect you. Grab this one, go down the rope and take the dagger on your left. A dagger can destroy one enemy.





3, 4 Jumping from the platform's edge will help you leap farther. You'll automatically grab the first rope or pole you come across. Going down!



5 A laser wall is all that stands between you and this key. Wait for it to disappear and then reappear. When it goes away again, jump.



6 The Square Key you just pocketed will open the gate. Jump to it and walk in. You can then pick up two new keys and a knife for protection.



7 The white steps have a nasty habit of disappearing. Wait for them to evaporate and come back, then hop up to the top as fast as you can.



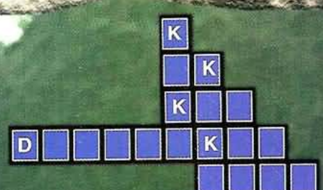
8 The tiny elevator never stops, so be careful. Hop on at the top, then simply walk off to the left when you reach the next platform down.

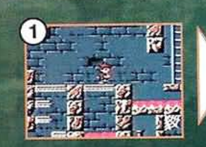


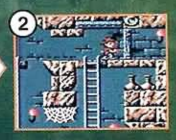
D Eureka! The first checkpoint. Make sure you have two Square Keys and one Triangle Key—you'll need them to access the first password.

AREA 2

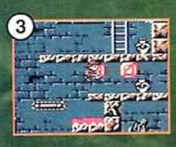
You'll cross some familiar territory while heading toward the next target gate. To access the next section, return to the very beginning and go straight across to the next gate. Now would be a good time to stop and consult the temple map. Don't dawdle, because the bats are never far away.







Uh-oh, it's another disappearing act. You know the drill: wait for it to cycle through, then dash across. Return to the first room and use the circle key to go right.



Wait for the skull to roll to the edge. When it begins rolling away from you, jump to the conveyor belt and jump again to reach the platform.



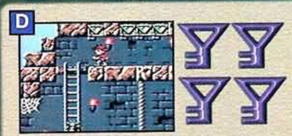
Here are more conveyor belts and disappearing steps. Ride the belts and drop down to the next set. To get back up, ride the belt to the edge and jump up.



If you aim carefully, you can leap from the burning ropes to the next gate. Be careful when you land, though. There's a spider on patrol.



Don't attempt this one until you are ready to go the distance. For safety's sake, try jumping to solid ground as soon as you're in range.



Success! You've found the second set of gates, which means a new password. Be sure you have four Triangle Keys on hand for the occasion.

THE TORCH

The obstacle course that has become your life is about to get ramped up just a notch. By now, you should have mastered the basics (rope climbing, jumping bad guys and leaping over fire). You'll need these skills plus some new ones to survive this next area.





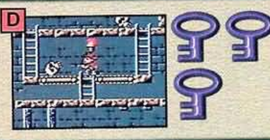
Be sure to go all the way to the right and pick up the key before heading downstairs. Another key is waiting in the room below, at the end of the ladder.



Once downstairs, go all the way left and up the ladder. You'll find the last key for this level here. There are a few gems here, too.



Decision time. Each side has three Circle Doors, and you should have three Circle Keys. You can take either route, but you can't go both ways.



Go up the ladder and start looking for the large torch. When you find it, grab it. Its illuminating powers will enable you to see in the temple's dark rooms. And if that's not enough, there's an added bonus: a passcode!



AREA 3

So far, so good. Sure, you've encountered some nasty fellows, but nothing you haven't been able to handle, right? Well, don't get cocky just yet. Montezuma has left some of his nastiest traps in this next level, and it's going to take everything you've got to survive.





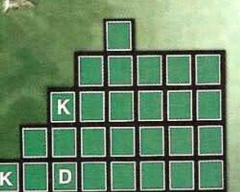
The platform disappears quickly. To be safe, go up the rope into the room above to bypass this trap. There are even some daggers waiting for you to grab along the way.



You can't avoid the platform this time because it's the next gate. The only way to crack the door and claim your password is by using a single Square Key. Once you do, you will have completed your mission in Area 3.

THE STATUE

Have you ever wondered what King Montezuma, looked like? You're about to find out. A statue of the old boy has been guarding the temple for 650 years, and judging by the expression on his face, we'd say he's not happy about it, either.





1 **Montezuma has a lot of company on this level. To survive, use the shields hanging on the walls, and explore the level as fast as possible.**



2 Those aren't icicles sticking out of the wall—they're part of Montezuma's spiked wall trap. Wait for them to retract before climbing up.







Montezuma rocks! Well, he stomps around, anyway. To survive his Aztec river dance, jump up just before his foot pounds the floor. Once you get one Circle Key and one Square Key, open the doors and use your knives to destroy the statue.

AREA 4

The next section of the temple has more jumps than a game of leapfrog does, so if you haven't mastered jumping, now is the time to go back and practice. If you tend to overshoot, try repositioning yourself after each jump. This will set you up for your next leap.





1 **Leapin' lizards! (No, there aren't any in this game. It's just an expression.) If you can't jump up and to the side, try going to the edge, and jumping straight up—it might work.**



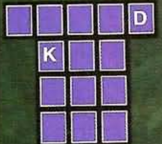


Finally, you've made it to the first Half-Circle Key gate. Use it to advance deeper into the temple, but don't forget to pick up your password first, as you might need it later.



AREA 5

Spiders, snakes, skulls, zombies, stomping statues... most people would have taken the hint by now. But no, not you. You're just as stubborn as your ancestor, who is about to turn the heat up in this next level. And no, we don't mean the temple thermostat.





1 **Those laser walls look like they would be an electrifying experience. Use the shield in front of you to cross over to safety (and some gems).**



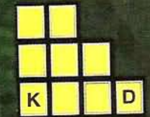


Another Square Door, another password. But watch out for the floor! Those spikes will do a lot more than ruin your shoes if you tread on them.



AREA 6

It's time for another map check. As you can see, you're really far into the pyramid—perhaps where no man has gone before. Well, men with pulses, anyway. Get ready to duck and jump, because this level is teeming with enemies who are armed and in a very, very bad mood.





1 **Montezuma's army is equipped with enough arrows to make your life very unpleasant. Duck (or jump) to avoid being hit by one.**





You'll need a Half-Circle Key to crack open the gate, which leads to a corridor. Stand in front of the doorway to your left and press Up to travel to a nearby room.

CORRIDORS

Phew! You made it. But this is no time to get comfortable. That corridor you just entered links to other levels filled with jewels and ghouls. Don't fret, though. You've proven you can handle anything Montezuma throws at you. Or that the enemies throw at you, for that matter.



1



2 Each corridor has a number above it. Make a note of it before you enter. And don't forget to check your maps early and definitely often.

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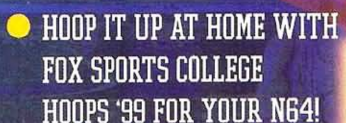
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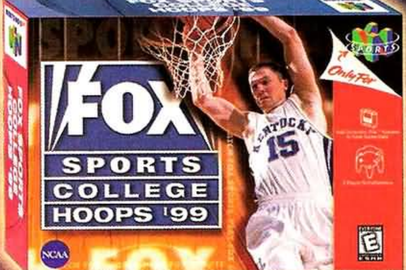


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GEX™ ENTER THE GECKO

AMERICA'S TELEVISION BROADCASTS ARE IN TROUBLE ONCE AGAIN. WHO DO YOU CALL? GEX! WHO ELSE? NOW WITH CRAVE'S NEW GAME BOY COLOR VERSION OF ENTER THE GECKO, YOU CAN STUFF THE TV-LOVING LIZARD RIGHT IN YOUR POCKET.

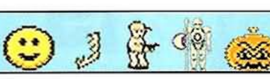
Gex is the ultimate defender of Pop Culture, so it's no surprise the government turned to him when his arch nemesis, Rez, threatened to take over the country's television broadcasts. On the Game Boy, Gex is capable of performing all the typical gecko stunts: wall climbing, tail bouncing and tail swiping. He'll need to take advantage of all these maneuvers to overcome the wild array of baddies that have invaded the world of TV. As the game begins, Gex enters the Media Dimension, and he must collect remote controls that transport him through various TV lands. Each level requires lots of practice and patience.

PICKUPS



Every TV world contains specific pickups that will increase your score. For example, Toon TV includes carrots and soda cans, while Scream TV has skulls and tombstones. These pickups will appear in bunches after you defeat the baddies. In addition, if you whack a small TV set with your tail, you can eat the fly and earn a special bonus by pressing the Select Button.

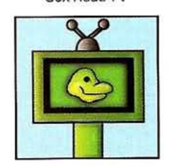
BADDIES



When in doubt, assume any large object is not your friend. The game contains an endless collection of baddies, including zombies, scorpions, robots, ninjas, aliens and dinosaurs. In most instances, you can destroy baddies by swiping them with your tail or jumping on top of them. If you're struck by an enemy, you'll lose a hit point. Four hit points is enough to do a lizard in.

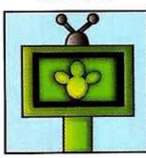
SMALL TV SETS

Gex Head TV



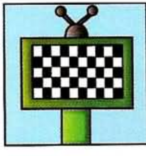
Earn an extra life after smashing a TV displaying a Gex.

Gex Paw TV



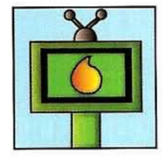
Will fill up all of your hit points. To get a helping paw, refill your hit points by turning into the Gex Paw TV.

Checkered TV



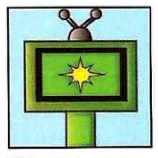
Smack this to activate the restart point. By slaping the Checkpoint TV, you'll restart a level near the checkered tube.

Flame TV



After eating the fly, Gex will become fireproof. To become fireproof, break the Flame TV, then eat the fly you've released.

Snowflake TV



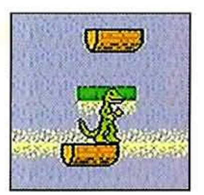
This will give you an ice weapon. Lash out at the Snowflake TV to win a chilling ice weapon.

TOON TV

Gex faces all sorts of dangers in the land of toons. Don't be fooled by the colorful, cheery objects that appear to be friendly. Flowers will attempt to stomp you, buzzing bees are out to sting you, and even yellow happy faces are poisonous obstacles. And always watch for falling objects! Toon TV is usually a joyful place to be, but now that Rez has invaded, you must proceed with caution.

OUT OF TOON

Normally, toon hunters search for famous rabbits. But in this level, they're looking for a particular gecko. Not only will you have to defeat the hunters, you'll need to find five purple mushrooms, while avoiding deadly piranha and tons of falling objects. Anvils might not permanently damage toons, but they will squash Gex.



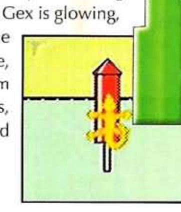
When riding a floating log, don't jump while another log is directly overhead, or you'll be knocked off.



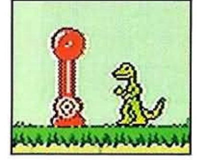
Toon hunters are never very smart. You'll need to bounce on a hunter's head three times to destroy him.

FINE TOONING

This level requires Gex to take advantage of the Flame TV. After smashing the Flame TV with his tail, Gex can eat the fly and change into a yellowish color. Once Gex is glowing, he'll be able to trigger the rocket on the top of the castle, which will transport him through the level. As always, watch out for baddies and falling objects.



The Flame TV is to the right of the castle. Once Gex is glowing, he can ignite the rocket and ride it.



Gex will need to activate several contraptions in this scene by pushing a red lever with his tail.



SCREAM TV

Scream TV is the place to be if you're a fan of horror. In this level, you'll find yourself running from ghosts and zombies, balancing on levitating tables, pushing revolving bookshelves and destroying coolers of blood.

SMELL RAISER

One of the tasks on this level is to find and smash five blood coolers. You'll also need to ride the haunted elevator. There is a secret lever behind a bookshelf that activates the elevator. If you smack the books with your tail, you will uncover the lever. Keep in mind that you can't destroy ghosts with your tail, so try jumping to avoid them.



You push the lever behind the books, "ON" will appear beneath the Mona Lisa, which means the secret elevator is active.



Once you travel down the elevator, drop to the bottom and walk left, through the water. You'll find a silver remote.

FRANKENSTEINFELD

A large monster that tells jokes? Now that's a scary thought. Really, this level is just more haunted-house madness. When you walk past the knights, concentrate on timing. Patience is the key. And don't forget about your wall-climbing ability, because it will come in handy. Finally, remember to find a Flame TV before you walk across fire.



Floating tables and chandeliers will suddenly fall once you land on them, so be prepared to make your next move.



To walk across the fire without getting hurt, you'll need to find a Flame TV.

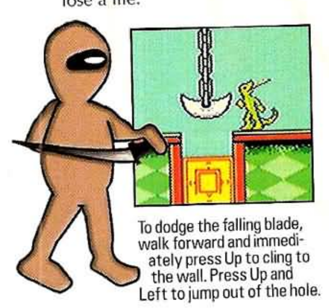


KUNG FU THEATRE

What could be more exciting than Gex performing Kung Fu? The mighty gecko will come face to face with sword-fighting, star-throwing ninjas, as well as samurai and dragons. In the world of Martial Arts, anything goes, so be prepared to soar through the air, cling to walls and battle a collection of skilled fighters. And your only weapon is a tail.

MAO TSE TONGUE

Quick instincts are the trait of a good fighter. When you come across an enemy in this level, you'll need to act fast and try to hit it several times with your tail. In addition, you'll need to be extra careful when executing difficult jumps. Unlike in the past levels, if you fall during an attempted leap, you could lose a life.



To dodge the falling blade, walk forward and immediately press Up to cling to the wall. Press Up and Left to jump out of the hole.



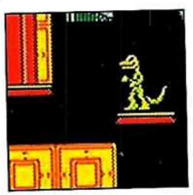
Striking the gong with your tail will activate special contraptions that you'll need to use to survive this level.

SAMURAI NIGHT FEVER

Notice that you can cling to any of the orange and yellow blocks in this level. You'll perform some impressive stunts as you leap off moving elevators and climb the walls. Gex isn't exactly a black belt, so he'll need to take advantage of helpful tools. For example, with a running start, the yin-yang symbols will send him soaring through the air.



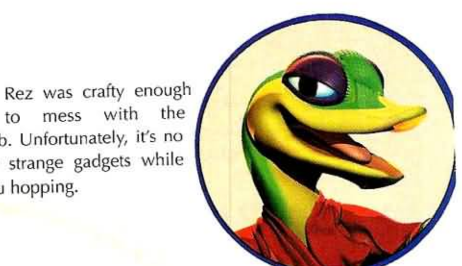
To fly through the sky, gain speed and bounce off the yin-yang symbol. If your timing is right, you'll make a tremendous leap.



When you make the quick jump onto the orange and yellow blocks, press Up to stick to the wall. Just be sure not to miss.



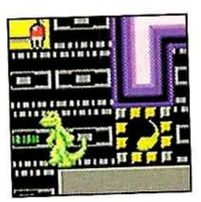
CIRCUIT CENTRAL



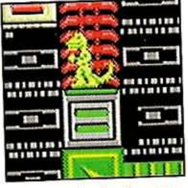
Rez was crafty enough to mess with the Internet, and now Gex must restore the World Wide Web. Unfortunately, it's no easy chore. Circuit Central requires Gex to use many strange gadgets while fighting several robotic enemies. This level could keep you hopping.

WWW.DOTCOM.COM

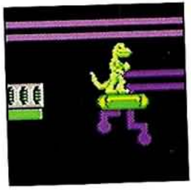
This scenario requires you to scale the bionic launch tower and cross the deadly data bridge. As if those tasks don't sound daunting enough, Rez has infested the Internet with mechanical spiders, hovering robots and poisonous balls of plasma. To make things even more complicated, Gex must obtain special energy to activate elevators and bridges. Once you learn where all the moving transporters are located, you'll be able to form a strategy. After you pass one of the swirling neon bolts of energy, you'll begin to glow. Move fast, because the electric energy won't last very long. You'll need to have enough of the special energy to activate the elevators and cross various bridges.



The swirling bolts will cause Gex to glow, but only for a limited time, so plan a strategy before acquiring the energy.



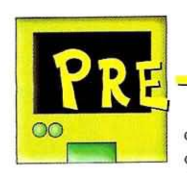
When you're glowing, you can bounce on certain blocks to gain an advantage or follow the arrows and cross the bridge.



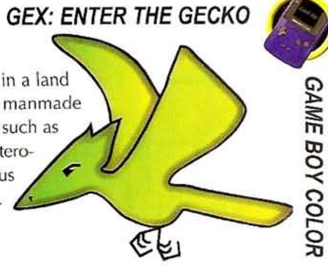
The only way to progress through the level is by using side-to-side and up-and-down elevators. You must be glowing to activate them.



Toward the end of the level, you can hop on a hovercraft and jump off at the third pod to recover another remote.



PRE-HISTORY



Gex may feel more comfortable in a land without human enemies or manmade obstacles. But Rez has deployed plenty of baddies in the prehistoric era, such as charging dinosaurs, large boulders, deadly lava snakes, and flying pterodactyls. Luckily, Gex's powerful tail can still destroy most of the dangerous creatures. When dealing with lava, be sure to use the available Flame TVs.

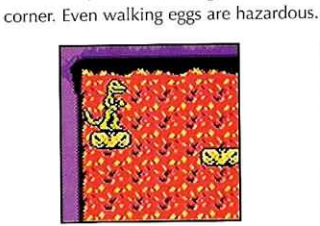
PANGREA 90210

Yes, the famous zip code existed even back then. Except in prehistoric times, childish disputes weren't handled with a slap to the face or a caustic insult. Instead, the score was settled after one creature gobbled the other. Needless to say, Gex wants nothing to do with this soap opera. The faster he can do the missions, the better. The goals in this level include waging an assault on the island and climbing the volcano. As you travel through the tunnels of flowing lava, you'll have to concentrate on every step. One lazy jump or wrong turn could send you falling to your death. Also, beware of dangerous creatures lurking around every corner. Even walking eggs are hazardous.

When you see white speckles, Gex can crawl across the screen. Drop down to retrieve a Gex Head TV for an extra life.



After you get the silver remote, you can make a running jump, or you can walk across the lava if you're fireproof.



Concentrate on every jump, because if you fall through the lava, you will automatically lose a life.



Before jumping out of the lava, watch for baddies overhead, and try to whack them with your powerful tail.



BONUS

Bonus rounds have unique objectives. Your goal is to collect pickups before time runs out. These levels are similar to the rest of the game, but they're designed more like mazes, testing your memorization skills.

THURSDAY THE 12TH

This bonus round returns you to the haunted mansion, where you must gather 50 skulls within three minutes. Every door sends you to a different floor in the mansion, so you'll need to keep track of where each path leads. This requires plenty of trial-and-error, but you should always keep an eye on the dwindling clock.



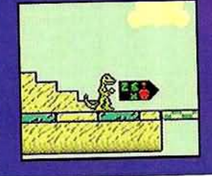
When you walk out of a door, you may find yourself on a falling chandelier, so be prepared to jump.

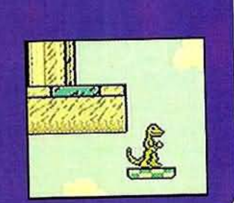


After you grab skulls on one floor, you might have to drop down and take another door back to the top.

MORE CHANNELS TO CHOOSE

Gex's mission is far from over. There are several levels to come, such as Circuit Central's Honey I Shrunk the Gecko. After surviving Pangrea 90210, Gex must conquer This Old Cave. Then comes the Rocket Channel, featuring aliens, asteroids and plenty of mayhem in the cosmos. Finally, Gex must defeat his rival in Rezopolis. Once Rez is thwarted, the TV world will be restored. What a relief!







THE CHALLENGES

HOOK, LINK AND SINKER

At Lake Hylia's Fishing Pond, the weather and time of day will affect your chances of reeling in a big one. Since we're not looking for fish stories here, send us a photo of your biggest catch and you could make a splash in Arena.

STUNTS FOR STAMPS

Catch air in the Stunt Course, but don't crash. By turning your front wheels so the backs of the tires touch down first, you'll usually avoid an explosive, upside-down landing. If you can walk away from your reckless driving a high-scorer, send us a pic of your Stunt Track totals.

SHOW ME THE MONEY

If you know when to hold 'em and know when to fold 'em, you'll be able to rake in more money in Vegas than Siegfried and Roy could. Send us a photo of your Best Session or Single Win in the game of your choice. If it's good enough, you can bet you'll see it printed in Arena.

#1

The biggest fish ever caught in this pond weighed 20 pounds. The angler: Fletch

THE LEGEND OF ZELDA: OCARINA OF TIME

#2



2 WHEELS: 11
AIR TIME: 12
FLIPS: 78
ROLLS: 61
BEST STUNT: 18
BEST SCORE: 40

RUSH 2

#3



GOLDEN NUGGET



WHERE AM I?

Hyrule is so huge, there are surely places in The Legend of Zelda: Ocarina of Time that you haven't yet visited. In the next issue we'll reveal this mystery locale where Link has stopped to take in the view.

NP SCOREBOARD

STAR FOX 64

Most Venomian Units Destroyed (Vol. 103)

Darrell Turner, Sunnyvale, CA	1,587
Raymond Almeda, Hayward, CA	1,586
Alex Ko, Slidell, LA	1,584
Justin Walker, Bossier City, LA	1,582
Jason Kelly, Six Mile, SC	1,577
Robert Uebele, Parkland, FL	1,576
Adam Pulley, Peoria, IL	1,571
Jeremy Semko, El Paso, TX	1,571
Matt Solter, Pittsburgh, PA	1,568
Lucas Gutierrez, Denver, CO	1,561
T. Albrecht, Huntington Beach, CA	1,554
Tom Sparrow, DeKalb, IL	1,554
Jonathan DeMuth, Rockford, IL	1,552
Jonathan Hamner, Jonesboro, GA	1,552
Gary Derbish, Riverton, WY	1,546
Tom Longworth, Orrville, OH	1,546
Darren Smith, Nebo, NC	1,546

DIDDY KONG RACING

Best Times for Whale Bay (Vol. 107)

Robert Morris, San Antonio, TX	0:55.71
Clifton Poli, Orlando, FL	0:57.86
Rory Mahood, Calgary, AB	0:58.50
Isaac McGarvey, Albuquerque, NM	0:59.35
Steve Roof, Canton, OH	0:59.48
Nancy Craine, Naperville, IL	0:59.66
Robert Maresh, Wheaton, IL	0:59.76

NAGANO WINTER OLYMPICS '98

Highest Scores in the Freestyle Skiing Aerials (Vol. 107)

Wil Workman, Pittsburgh, PA	275.03
Jadon Kool, Akron, OH	271.85
Robert Coulson, Phoenix, AZ	270.36
Charlie Kinzer, Watseka, IL	256.77
Kyle Houff, Luray, VA	253.47
Sean Metter, Concord, CA	252.17

ARENA ART

FUNTOGRAPHY GALLERY

With the help of the Game Boy Camera, the ordinary can appear extraordinary. The five winners of Volume 109's Funtography Contest developed some out-of-this-world imagery, and we're bringing the winning snapshots home to you.

BEST ANIMATION

By far, the most ambitious entry came from Mark Baggio. The 18-year-old from Lubbock, Texas, snapped pictures of his illustrations and clay figures to unfold his original story of Postulate Man in Puppy's Adventure. He sent us a whopping 1,198 frames of animation and won a DVD player.





BEST PANORAMA

A game as popular as Pokémon deserves wide coverage, and Franky Tinsley of Tigard, Oregon, captured the full scope of the critters' battle by placing them in the Seattle Kingdome. To keep things in full view, Franky won a telescope.

MOST BIZARRE

Sandy, Utah's, Nathan Newbold won night vision binoculars for his unusual entry. According to Nathan, his picture resembles Jabba the Hutt, but upside-down it resembles a Roswell alien.

MOST CREATIVE

Rik Chang of Irvine, California, created a robot head, a video game scene and a playing card decked out with stamps and mirror effects to win a digital camera.

BEST MONTAGE

Jumbling together faces and features, Brian Hyman of Grapevine, Texas, mixed up montages worthy enough to win a video camera.

NAGANO WINTER OLYMPICS '98

Fastest Times for Giant Slalom Alpine Skiing (Vol. 107)

Robert Coulson, Phoenix, AZ	1:15.43
Charlie Kinzer, Watseka, IL	1:35.08
Wil Workman, Pittsburgh, PA	1:35.34

Fastest Singles Luge Times (Vol. 107)

Robert Coulson, Phoenix, AZ	48.144
Charlie Kinzer, Watseka, IL	55.398
Wil Workman, Pittsburgh, PA	56.735
Anthony Calabria, Easley, SC	57.036

Fastest Times for Downhill Alpine Skiing (Vol. 107)

Mike Grasso, Chagrin Falls, OH	1:16.79
Mitchell Packett, Woodbridge, VA	1:17.89
Charlie Kinzer, Watseka, IL	1:19.53
Wil Workman, Pittsburgh, PA	1:20.70
Brian Witt, Pittsford, NY	1:21.74
Anthony Calabria, Easley, SC	1:22.07
Bob Drake, Goshen, NY	1:22.17
Kyle Houff, Luray, VA	1:22.66
Sean Metter, Concord, CA	1:24.83

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than Feb. 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWER TO VOLUME 114
Hide & Seek:
Madden '99, page 34
Volume 113

ANSWER TO VOLUME 115
Shadow Play:
BattleTanx, page 39

Ocarina Music:
1. Three Blind Mice
2. Mary Had a Little Lamb
3. Greensleeves



Your Power Guide To The Latest Releases January 1999

Nintendo NOW PLAYING

N64 · GAME BOY COLOR · Super NES

FIFA '99

- EA Sports/128 Megabits
- 1 to 4 players simultaneous
- Controller Pak compatible
- Includes virtually every European club

EVERYONE

SCORES

T-8.5

J-8.4

SP-8.9

P-8.7

AH-8.0

EA Sports raises the soccer bar once again.

GRAPHICS The graphics in FIFA '99 are even better than in World Cup. The animation is lifelike, the fields look realistic, and even the menus have a hi-tech look and energy.

PLAY CONTROL The most important part of any sports game is player control. FIFA '99 allows you to do just about anything that a real soccer player could do. The AI is transparent so that you don't really notice all the help that it provides during passing and the positioning of computer-controlled teammates.

GAME DESIGN Some of the variety of World Cup, and Road to the World Cup, are missing because of the focus on European soccer clubs in FIFA '99, but U.S. cities have been included. The play modes include Friendly Matches, Tournaments, Leagues and Practice, and there are all the options you expect from a class A sports title.

SATISFACTION It's the best soccer effort to date, but if you own previous FIFA games, you may want to wait for a revolutionary change, not an evolutionary upgrade.

SOUND Excellent announcing is the highlight of the sound portion of this game. The announcer isn't constantly saying the same thing, and the statements are keyed precisely to the events on the pitch.

COMMENTS *Scott*–Play control is intuitive and the graphics are exceptionally clean. *Andy*–Is that Fatboy Slim I hear? EA is forking over the bucks for a jammin' soundtrack.

GRAPHICS=8.5 PLAY CONTROL=8.5 GAME DESIGN=8.2 SATISFACTION=8.7 SOUND=9.0

8.6 OVERALL RATING

BATTLETANX

- 3DO/64 Megabits
- 1 to 4 players
- Controller and Rumble Pak compatible
- Codes
- 5 modes
- 4 cities

TEEN ESRB



SCORES

ED-7.6
P-7.7
J-6.5
T-7.9
SP-8.3



Tanx for the memories.

GRAPHICS BattleTanx may not look stunning in still screen shots, but in the smoke and explosions of the battlefield, the graphics do an excellent job of conveying a sense of reality and danger. Special effects such as the drifting clouds of smoke and expanding explosions go a long way in making BT look fun.

PLAY CONTROL 3DO did a super job on the controls of its first N64 game. There are two types of control, one for easy use and one that allows more complex aiming and driving techniques.

GAME DESIGN Although BattleTanx turns out to be one of the best multiplayer games of all time, the single-player game is also a blast. The large number of power-ups and special weapons to be found on the maps gives the game a sense of exploration, and the battles are intense. The many game modes provide variety and replay value.

SATISFACTION Mindless multiplayer destruction is fun, particularly when you have so many cool weapons to use. But BattleTanx can also be played using cunning and strategy and in cooperative team modes. The story may be over the top, but the game is a blast.

SOUND The tanks rumble, the cannons fire, stuff blows up, and it all sounds very realistic.

COMMENTS *Paul*–This is an example of fun game play winning out over polished graphics. *Ed*–A good no-brainer.



7.7 OVERALL RATING

GRAPHICS=7.0 PLAY CONTROL=7.8 GAME DESIGN=7.8 SATISFACTION=8.0 SOUND=7.5

SOUTH PARK: DEEPLY IMPACTED



- Acclaim/128 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- Passwords

MATURE ESRB

SCORES

AH-8.5
ED-9.0
H-7.9
S-8.0
P-6.3

Something fowl is at play in South Park.

GRAPHICS The development team at Iguana did a great job of bringing the cartoon look of South Park a 3-D engine. In many ways, the game looks better than the simple art of the Comedy Central hit. The distance fog is a bit too thick.

PLAY CONTROL In both the multiplayer and single-player modes, players run around in first person, as they would in a shooter such as Turok 2. In fact, the controls are almost identical to Turok 2, making use of the C Buttons for movement and the Control Stick for aiming. Controls are precise and quick.



GAME DESIGN The multiplayer mode of South Park is a definite winner, but the single-player game isn't overly challenging and may become tedious. Also, the language and subject matter are true to the TV show, which is why it received an M rating.

SATISFACTION Fans of the TV show will appreciate the humor and the multiplayer game. Some players will probably find the single-player mode less satisfying.

SOUND Acclaim used the real voices from the TV show, and the quality is very good for spoken messages and music.

COMMENTS *Scott*–The multiplayer mode is worth the price of admission. *Andy*–I know the weather's bad in South Park, but I don't remember so much fog. *Henry*–The graphics are very, very true to the show.

7.5 OVERALL RATING

GRAPHICS=7.9 PLAY CONTROL=7.5 GAME DESIGN=7.0 SATISFACTION=7.1 SOUND=8.8

S.C.A.R.S.

- Ubi Soft/64 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- 9 vehicles
- 9 tracks

EVERYONE E CONTENT RATED BY ESRB



SCORES

J-7.9

T-7.6

S-7.3

SP-7.1

P-7.3

Ubi Soft tracks big game.

GRAPHICS The animal cars are the stars of S.C.A.R.S. They're fun, unusual, big, and full of attitude. The tracks also have a fun look, with themes such as the Aztec temple and the futuristic Blade track.

PLAY CONTROL Steering is a little bit sloppy, but what do you expect when you try to drive a rhino? Once players get used to the constant sliding and the intricacies of jumping their cars over obstacles, they should have quite a wild ride.

GAME DESIGN Ubi Soft wanted a new take on Mario Kart. The use of items is reminiscent of Kart, but the tracks aren't as inventive or as complex as later Kart 64 courses. The three modes include Grand Prix, Challenge and Time Attack, plus there's a nice multiplayer mode.

SATISFACTION Although the theme may seem a bit young at first, S.C.A.R.S. has hidden challenges and good replay value–not a bad combination.





SOUND Overall, the sound is pretty good, but you'd expect more animal-like sounds for the cars.

COMMENTS *Scott*–It's more challenging than you might think, and the cars are very cool. *Paul*–Call it Mario Kart Lite. It's great as a multiplayer party game. *Todd*–This is a fun racing game, and the items set it apart. *Jason*–An exhilarating ride–it falls somewhere between Kart and Extreme-G.



7.4 OVERALL RATING

GRAPHICS=7.6 PLAY CONTROL=7.0 GAME DESIGN=7.0 SATISFACTION=7.8 SOUND=7.8

NHL BREAKAWAY '99

- Acclaim/96 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- NHL and NHLPA licenses

EVERYONE E CONTENT RATED BY ESRB

SCORES

AH-7.4

T-6.5

P-6.8

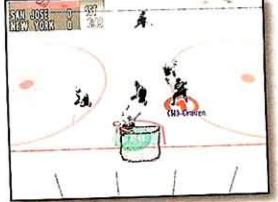
S-8.0

SP-7.0

The big chill is on in Breakaway 99.

GRAPHICS The animation in Breakaway stands up to the best hockey games on the N64, including NHL '99. Expect some surprises, such as hats flying off after a brutal body check. Many of the additional camera angles are unplayable, but the instant replay option is one of the best around.

PLAY CONTROL Most of the controls feel very solid, and the speed controls allow you to set the pace for yourself.



GAME DESIGN Breakaway contains six modes, including Exhibition, Season, Playoffs, International Playoffs, Shootout, and Practice. This is definitely a simulation rather than an arcade game. Players control everything from movement on the ice to penalties, rosters, and special effects such as the glow-puck. The AI had a few problems, particularly with CPU-controlled teammates skating out of position and getting in your way.

SATISFACTION Matchups felt realistic, and the scoring didn't get out of hand. Breakaway makes surprisingly poor use of the Rumble Pak for a game full of slam potential.

SOUND The announcer is very limited, but the music and crowd noises are appropriate, if not impressive.

COMMENTS *Scott*–I had fun in spite of some of the AI problems. *Andy*–The symbol-based passing system is cool.



7.1 OVERALL RATING

GRAPHICS=6.8 PLAY CONTROL=7.4 GAME DESIGN=7.2 SATISFACTION=7.2 SOUND=6.8


You Can't Take These Guys Anywhere.
(unless you've got a Game Boy.)
MTV's BEAVIS AND BUTT-HEAD
Created by MIKE JUDGE
ODDWORLD Adventures
Abe's popping right into danger! Watch out - that Slig is armed!
It's always better to let sleeping Slogs lie...if you don't want to be a Slog snack!
Escape detention! Flee gangs! Crowd surf! And master the dreaded nad-kick!
Massive environments! The Mall! Burger World! Karate School!
EVERYONE
CONTENT RATED BY ESRB
GAME BOY
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NIGHTMARE CREATURES

- Activision/128 Megabits
- 1 player
- Controller and Rumble Pak compatible
- Password option
- Analog and digital control options



Activision introduces terror in old London town.

GRAPHICS The textures, special effects, and gruesome creatures set a brooding mood in Nightmare Creatures. On the other hand, the frame rate and animation are a bit jumpy, and the camera shifts positions abruptly when your character changes direction.

PLAY CONTROL Because of the abrupt camera changes, play control can be awkward, particularly if you use the Control Stick. The Control Pad is much easier to use except for the use of pick-up items on the Z Button. Jumping is awkward.



GAME DESIGN The game provides lots of fighting in sprawling 3-D levels with hidden items and some maze elements. The creatures and settings make it more exciting than most games of its genre. The two characters provide some extra replay value.

SATISFACTION If you like gore–this Mature-rated game is loaded with it–you'll love Nightmare Creatures. Although most areas aren't overly challenging, the boss characters will provide a good fight. It's unfortunate that the control and camera systems aren't more polished.

SOUND Well-suited background music, creature sounds and sound effects convey the dangerous mood of the game.

COMMENTS *Andy*–If the zombies don't make you scream, the play control will. *Jason*–The play control is the real nightmare.

SCORES: AH-7.4, T-5.7, P-5.6, S-8.0, SP-6.7

6.6 OVERALL RATING

GRAPHICS=7.5 PLAY CONTROL=5.2 GAME DESIGN=6.8 SATISFACTION=6.5 SOUND=7.5

NBA JAM '99

- Acclaim/96 Megabits
- 1 to 4 players simultaneous
- Controller Pak compatible
- NBA and NBA Players licenses
- Jam Mode

Acclaim's Jam has a new flavor.

GRAPHICS The 3-D characters and arenas in this new Jam look pretty good, and the animation of slam dunks has the characteristic flair of earlier Jam games. Players away from the ball stand around like zombies.

PLAY CONTROL There is a complete set of expected controls with three Controller configuration options. Unfortunately, all of those options are awkward, and there's no custom Controller configuration for players to set it right.



GAME DESIGN The new Jam is five-on-five ball, making it essentially the same as every other NBA game. The two-on-two mode was what made Jam special, and that's not included. Big mistake. Also, much of the AI is confusing. Passes are made to the player all the way down court and are often intercepted.

SATISFACTION If you like outrageous moves to the basket, Jam '99 has some great ones. If you like realistic NBA action, NBA '99 from EA Sports does it better. If you want traditional Jam action, you'll have to plug in your Super NES and break out your old Game Pak.

SOUND The voice over is repetitious and annoying, but the music is OK.

COMMENTS *Scott*–A real disappointment. Bring back the old Jam. *Henry*–Some of the dunks and mocap moves look sweet, but the play control is choppy and unresponsive.

SCORES: S-6.3, T-6.5, H-6.7, P-7.7, SP-6.2



GRAPHICS=7.4 PLAY CONTROL=7.0 GAME DESIGN=6.2 SATISFACTION=6.0 SOUND=7.0

CHARLIE BLAST'S TERRITORY

- Kemco/32 Megabits
- 1 or 2 players simultaneous
- Rumble Pak compatible
- Passwords

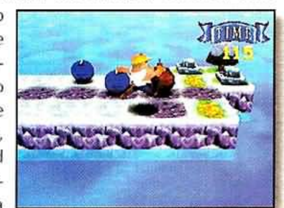


SCORES: J-8.0, ED-5.9, H-4.4, S-7.3, SP-6.7

Kemco brings an explosion of brain-benders to the N64.

GRAPHICS Although the graphics don't have a lot of variety, they are sharp, colorful and sprinkled with some fun elements, including some of Charlie's animations. The camera controls allow you to switch your view at 90-degree angles around the puzzle board or to zoom in or out.

PLAY CONTROL Charlie's movement is based on making one step or jump at a time. Using the Control Stick, it's a little bit too easy to make two or more moves at one time, which can lead to problems. Fortunately, there is a reset command.



GAME DESIGN The concept is simple, as are the early learning puzzles, but when you get further into Charlie Blast's Territory, the puzzles pick up complexity. The password system, based on playing cards, is awkward to record. The timer isn't really a necessary element.

SATISFACTION For players who like to stretch their brain muscles a bit, Charlie Blast's Territory will do the job.

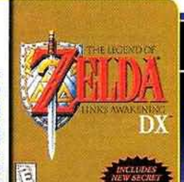
SOUND Other than the warning as time runs out, sound plays a very small role in this game. The music doesn't add much and the sound effects are fairly simple and limited.

COMMENTS *Scott*–Players may puzzle over the controls more than the game. *Jason*–It may seem like a dud, but it grows on you.

GRAPHICS=**6.0** PLAY CONTROL=**5.5** GAME DESIGN=**7.3** SATISFACTION=**5.8** SOUND=**6.7**

6.3 OVERALL RATING

ZELDA: LINK'S AWAKENING DX



- Nintendo/8 Megabits
- 1 player
- 3 game save files
- One new dungeon
- Printing option

SCORES: AH-8.6, J-9.1, SP-9.0, P-8.2, T-8.9

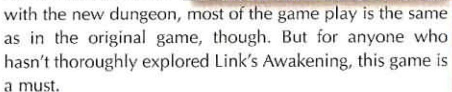
Link dreams in color.

GRAPHICS The excellent Game Boy graphics of Link's Awakening have been enhanced by the new color palettes in this DX, or colorized, version. Koholint Island and its inhabitants appear in rich, fantasy colors, making items, locations and characters much easier to see and identify.

PLAY CONTROL Play Control is exactly the same as in the original game. Players select the items and weapons to be used on the A and B Buttons while inventories are kept on a subscreen.

GAME DESIGN Miyamoto's design stands the test of time. The game is loaded with story, puzzles, dungeons, battles, exploration, extra tasks, and bonus games. The DX version adds to this mix color, a new dungeon, two new bosses, two new power items and a Game Boy Printer option.

SATISFACTION The best game in Game Boy history is now even better. Even with the new dungeon, most of the game play is the same as in the original game, though. But for anyone who hasn't thoroughly explored Link's Awakening, this game is a must.



SOUND Link's Awakening DX features excellent sound from music to effects. The new dungeon also features new music.

COMMENTS *Scott*–We have a new leader for the top of the Game Boy charts.

GRAPHICS=**8.2** PLAY CONTROL=**8.5** GAME DESIGN=**9.5** SATISFACTION=**9.2** SOUND=**7.8**

8.8 OVERALL RATING

ALSO PLAYING THIS MONTH

POWER QUEST
- Sunsoft/8 Megabits
- 1 player



A fresh game concept comes from Sunsoft's Power Quest. Players build remote control robot models and fight them in tournaments. The game has an RPG element, since players must earn money and customize their robots. Sunsoft made good use of Game Boy Color.

RATING SCORES
GRAPHICS=7.5
PLAY CONTROL=7.0
GAME DESIGN=7.8
SATISFACTION=7.8
SOUND=6.5



SMURFS' NIGHTMARE
- Infogrames/8 Megabits
- 1 player
- Passwords
- 16 stages



Gargamel traps all the Smurfs in nightmares, and you have to get them out. Infogrames has created an excellent platform game that really shows off the richness of Game Boy Color's graphics. The play control is also very sharp, and the music has a fun bounce to it.

RATING SCORES
GRAPHICS=8.0
PLAY CONTROL=7.8
GAME DESIGN=7.0
SATISFACTION=7.0
SOUND=6.5



TUROK 2
- Acclaim/8 Megabits
- 1 player
- 8 levels
- 4 bosses





Turok must save the earth from more Bionosaurs and evil plots in this action/ platformer from Acclaim. Using cool weapons, Turok runs, jumps, climbs, crawls and swims through perilous stages. The action and control are nicely done, but the color is fairly limited.

RATING SCORES
GRAPHICS=6.8
PLAY CONTROL=7.4
GAME DESIGN=7.4
SATISFACTION=6.8
SOUND=6.4



RUGRATS: THE MOVIE
- THQ/4 Megabits
- 1 player
- Passwords
- Not Game Boy Color enhanced



The Rugrats make their Game Boy debut in a black and white, platform romp from THQ. There wasn't time to colorize the game and still make the launch of the movie. The game is simple enough for youngsters, but there is a bit of depth, too.

RATING SCORES
GRAPHICS=7.3
PLAY CONTROL=7.0
GAME DESIGN=6.5
SATISFACTION=6.8
SOUND=7.0



CARROT CRAZY
- Infogrames/8 Megabits
- 1 player
- Passwords
- 5 stages



Bugs and Lola bunny have to hop to it if they're to retrieve their stolen carrots. The action in this 2-D platformer has a few surprises, but nothing that a young audience can't solve. The characters, sound and animation are terrific, but the challenge is limited.

RATING SCORES
GRAPHICS=7.8
PLAY CONTROL=6.8
GAME DESIGN=6.3
SATISFACTION=6.3
SOUND=7.3



MONTEZUMA'S RETURN
- Take 2 Interactive/8 Megabits
- 1 player
- Passwords



Puzzles, traps, and keys are the order of the day when you step into Montezuma's Return. The giant pyramid provides lots of action and challenge. Control is unforgiving, but the passwords help players progress. The game makes very nice use of color graphics.

RATING SCORES
GRAPHICS=7.2
PLAY CONTROL=6.3
GAME DESIGN=7.0
SATISFACTION=6.8
SOUND=6.2



"TWOUBLE"
- Infogrames/8 Megabits
- 1 player
- Passwords



Sylvester chases Tweety through dangerous stages in which Granny and other Warner Bros. characters protect the bird. The main game is in a three-quarter view action puzzle similar to Equinox on the Super NES. Color and play control could have been better.

RATING SCORES
GRAPHICS=7.0
PLAY CONTROL=6.3
GAME DESIGN=6.5
SATISFACTION=6.5
SOUND=6.8



SHANGHAI POCKET
- Sunsoft/8 Megabits
- 1 to 2 players simultaneous
- Game Link compatible
- 3 variations



Shanghai Pocket, like previous Shanghai games, is a tile-matching, puzzle game. Players race the clock or each other to remove matched tiles from a stack. The game is captivating and challenging, but the Game Boy Color features are a bit limited.

RATING SCORES
GRAPHICS=6.0
PLAY CONTROL=6.7
GAME DESIGN=7.3
SATISFACTION=6.3
SOUND=5.7



GEX: ENTER THE GECKO
- Crave Entertainment
- 8 Megabits
- 1 player
- Passwords
- 16 stages





The screen may be smaller, but Gex is still the same TV-loving gecko that he was on the N64. Tricky collision detection makes for some repetitious jumps in this 2-D platformer. There's more challenge and less humor than in the N64 game.

RATING SCORES
GRAPHICS=6.5
PLAY CONTROL=5.8
GAME DESIGN=7.0
SATISFACTION=6.0
SOUND=6.5



MORTAL KOMBAT 4

- Midway/8 Megabits
- 1 player
- 8 kombatants
- 3 tournament ladders





Color makes a big difference in fighting games such as MK, since it is easier to see character movements against the background image. MK4 combines nice graphics and control for a true MK feel. The voices are muffled, but present, which is amazing.

RATING SCORES
GRAPHICS=6.4
PLAY CONTROL=6.2
GAME DESIGN=6.4
SATISFACTION=6.2
SOUND=6.0

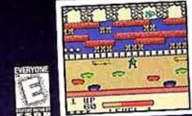


6.3 OVERALL

FROGGER

- Majesco/8 Megabits
- 1 player

EVERYONE



As Kermit the frog once said, "It isn't easy being green." That was before Game Boy Color. Majesco's Frogger for Game Boy Color has all the hopping and splatting action of previous Frogger games, and it's in living color. This game is for nostalgic Frogger fans.

RATING SCORES
GRAPHICS=6.0
PLAY CONTROL=6.7
GAME DESIGN=5.7
SATISFACTION=6.0
SOUND=5.7



6.0 OVERALL

SUPER BREAKOUT

- Majesco/8 Megabits
- 1 or 2 players alternating
- 5 modes

EVERYONE



Classic Breakout action never looked better on Game Boy. The game itself may be simple, but the action is always captivating. Good play control and four variations on the basic Breakout mode make this game a solid addition to your Game Boy Color library.

RATING SCORES
GRAPHICS=5.7
PLAY CONTROL=6.3
GAME DESIGN=6.3
SATISFACTION=6.0
SOUND=5.3



6.0 OVERALL

A BUG'S LIFE

- THQ/8 Megabits
- 1 player

EVERYONE



Pixar's latest movie hit has come to Game Boy Color, but the experience isn't as magical as on the silver screen. Awkward play control is the biggest bugaboo in this platform game, and the use of color is more limited than it should be.

RATING SCORES
GRAPHICS=5.0
PLAY CONTROL=5.2
GAME DESIGN=5.2
SATISFACTION=4.2
SOUND=5.3

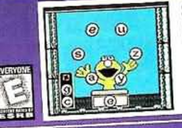


4.9 OVERALL

ELMO'S ABC'S

- NewKidCo/1 Megabit
- 1 player
- 6 games

EVERYONE



Sesame Street's Elmo teaches young players to recognize letters and simple words in this edutainment title from NewKidCo. Preschool kids will get the most out of this title. The use of color and animation is more limited than what we'd expect for this type of game.

RATING SCORES
GRAPHICS=5.5
PLAY CONTROL=4.0
GAME DESIGN=5.0
SATISFACTION=4.5
SOUND=5.0



4.8 OVERALL

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

- ANDY(AH)-Action, Adventures, Puzzles
- ARMOND-Fighting, RPGs, Adventures
- DAN-Action, Adventures, Sports
- ED -Sports, Puzzles, Action
- HENRY-Fighting, Action, Sports
- JASON-Adventures, Action, Puzzles
- PAUL-Fighting, Sports, Simulations
- SCOTT(SP)-Sports, Simulations, Adventures
- SONJA-Puzzles, RPGs, Fighting
- TODD-Sports, Action, Adventures

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GAME DESIGN: 25%
- SATISFACTION: 25%
- GRAPHICS: 20%
- SOUND: 10%
- PLAY CONTROL: 20%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



- All Ages
- Early Childhood
- Teen (13+)
- Mature (17+)
- Adult (18+)



Games that were released prior to the commencement of the ratings system are designated NR.

Beetle Adventure Racing

EA takes to the road.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

TAZ EXPRESS

Are you feeling hungry?

SNOWBOARD KIDS 2

Who needs snow when there's SK2?

ALL-STAR TENNIS '99

Finally, tennis for the N64.

VRALLY

Rally around the world.

A NEW BREED OF SPEED FROM ELECTRONIC ARTS

Traditionally, racing games have come in two forms. There have been the racing sims such as F-1 World Grand Prix and the item-oriented, Mario-Kart-type racers. EA thought it was time for something radically new, and what is has come up with may change the racing field forever. Beetle Adventure Racing, the working title for the N64 exclusive, is less about taking the checkered flag than about having a wild ride getting there. Our Pak Watch insiders at EA describe it as a cross between racing and platform games and heavy on the platform side. Instead of guiding Mario through an adventure, you ll steer your car, gather power-ups and items, dodge obstacles, traps and enemies, hit switches to open gates, search for hidden areas and shortcuts, and hunt for secret, special cars that can take you the final distance. Just finding the route itself will be part of the challenge. Drivers will have to plan their routes from vantage points, solving the puzzle of how to reach far-off goals. Maybe you ll have to take a secret path that leads through a boarded-up mine shaft or leap over a rising drawbridge as a ship passes beneath. If you re worried about getting wet, forget it. What you really should be worrying about is the volcano up ahead or the T-Rex that is lurking around the next bend. As the working title suggests, EA is planning to use the VW New Beetle as its fun car of choice. There will be a multiplayer mode, as well, with competitive play for up to four drivers in specialized arenas full of power-ups. EA started from the ground up on this one, creating it with the technical capabilities of the N64 and the adventurous nature of the game in mind. They also wanted Nintendo Power readers to be the first to get the news with this exclusive sneak peek. Next month, expect a special, in-depth report on Beetle Adventure Racing.



INFOGRAMES CREATES A LOONEY LEGACY FOR N64 AND GAME BOY

Serious fun doesn t have to be serious. Infogrames, the giant French publisher best known for Mission: Impossible, intends to lighten up its image in 1999 with one of the strongest lineups in the industry for the N64 and Game Boy Color. Making this possible is the licensing agreement between Infogrames and Warner Bros. for the creation and publication of Looney Tunes games, including Taz Express, Looney Tunes Space Race, and a third N64 title, which you can read about in this month s Subscriber Bonus. Twouble! , Carrot Crazy and the Looney Tunes Collector s Game will bring the Looney Tunes antics to Game Boy Color.

Marvin's space rage

In Looney Tunes Space Race, the first of the Looney Tunes N64 games set for release, Marvin the Martian has a bone to pick with earthlings because his TV reception is so poor. Naturally, to improve reception, Marvin plans to destroy the offending planet with his Explosive Space Modulator. But before he can do so, a renegade flock of instant Martians scatters the pieces of the Modulator throughout the universe. The racers, made up of Looney Tunes stars Bugs, Daffy, Tweety and Wile E. Coyote must chase after the pieces in a series of races. Marvin is there, as well, trying to foil the racers along with his army of instant Martians.







A call to arms

One to four players will be able to join in this intergalactic race, flying jet scooters sort of engines with handlebars. A jointed arm extends out the back hatch to deliver gag items such as springs, pies, portable holes, T.N.T. and other typical ACME fare. The arm, loaded with its own personality and a measure of free will, may even throw items at its own driver. The drivers will exhibit their characters personalities, as well. For instance, Daffy is always greedily trying to grab the Modulator pieces, and cool, collected Bugs gets riled only if you push him too far.

Around the universe in 15 ways

The 15 3-D tracks will include famliar Looney Tunes settings and completely new courses. The development teams at New Wave in San Mateo, California, and Infogrames in Lyon, France, created tracks such as Giantland, the Martian Desert and Marvin s Destructo Star. Infogrames is even planning a Rube Goldberg track made from a weird collection of interconnected items and gadgets. Scheduled for the first quarter of 99, Looney Tunes Space Race promises frantic fun.

Stay tooned for more

In the summer, get set to meet Taz in Taz Express. The idea behind the game is that She-Devil is tired of Taz s just sitting around the house doing nothing, so she gets him a job with Tasmanian Express a parcel delivery service. On his first day at work, Taz has an assignment to deliver a package to a nearby town. Unfortunately for Taz, the short trip turns into a lengthy nightmare that winds up taking him as far away as the U.S. and Mars. Players will control Taz in this action game, solving puzzles and opening up new areas. The game will include 35 to 40 stages in the one-player mode. The four-player multiplayer game will be a sort of brawl in a limited arena. It seems that Infogrames is making the most of its Looney Tunes connection.





Th— th—that's all folks...

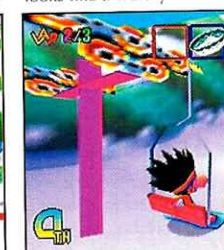
Pak Play

Hands-on previews of upcoming games.

ATLUS IS KIDDING AROUND AGAIN

Snowboard Kids 2 from Atlus skidded into town recently in an almost complete version just in time for your Pak Watch editors to test it out. The screen text was still in Japanese, but most of the game-play elements were already in place. What we found in this sequel to the wackiest board game of 98 is even more light-hearted fun for one to four players. The courses are more varied than ever. Boarders can slalom and pull stunts on tropical islands, through snowy villages, inside a giant s house, down cobbled streets, along a forest stream and even in outer space. The graphics are sharp and colorful, and each race course is full of items that players can use to attack their opponents. With more characters, more boards, richer tracks and the same Mario-Kart-on-a-board feel, Snowboard Kids 2 looks like a worthy follow-up.



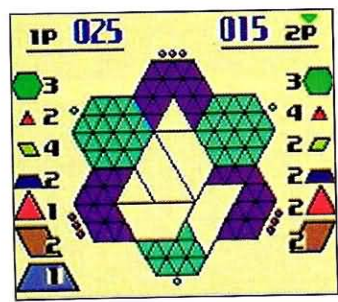




PUZZLE FANS GET HEXCITED

Hexcite for Game Boy Color appeared out of nowhere, or so it seemed. Ubi Soft picked up the puzzle game from NEC in Japan already complete and ready for approval. As a result, Hexcite should be released shortly after you read this article. The game involves placing geometric pieces on hexogonal boards. Players choose one of the 18 pieces, turn it any which way, and place it alongside other pieces to score points. The more edges that touch other pieces, the higher the score. In the one-player game, players compete against a CPU-driven opponent. There s also a two-player, Game Link mode. Once we figured out the basic rules with the help of an on-screen tutorial, we started to get into it. Like Tetris, Hexcite requires players to use spatial strategies, but the game isn t a Tetris variation like so many puzzlers have been over the past ten years. It s actually something new, and for puzzle and Tetris fans, that means it s time to get Hexcited!





WHERE IS WINBACK?

PAK WATCH

Koei s WinBack hasn t vanished into thin air. As a matter of fact, we just received the most complete version of this upcoming shooter to date. The extra development time has been used to good effect. Aiming and movement in the game have improved considerably, and the camera system is almost finished. We predict that the auto aiming system in WinBack will be one of the most useful options, since it allows you to shoot instantly at enemies who pop out from behind cover. Other elements that are now active in the game include the items, maps, cinema screens and sound effects. So what s the final word on WinBack s release? Koei now plans on launching the game in March. That s good news for the fans of GoldenEye 007 and Mission: Impossible who ve been waiting patiently for new danger and thrills.








UBI SERVES UP ANOTHER HIT

You can tell that video games have come a long way when you compare Pong, the tennis-like grandfather of all video games, to All-Star Tennis 99 from Ubi Soft for the N64. In All-Star Tennis 99, not only will you find a realistic simulation of tennis, you ll also play some of today s hottest tennis stars, such as Michael Chang and Jana Novotna, as they travel around the world competing in international tournaments. As the first tennis game for the N64, AST 99 will feature realistic physics for slams, volleys, serves, baseline shots, and lobs. Of course, you won t get the same exercise as you do on the court, but you won t wear out your tennis shoes, either. Ubi plans to release AST 99 this summer.



















game, set and match to the N64.

Pak Peeks

What's breaking in the world of games.

No trouble for Tonic

Game development is a funny thing. One day, you look at an early version of a game and wonder if the development team has been living on some other planet, and a day



TONIC TROUBLE

or two later, suddenly there s a game with action, strategy, danger, humor and a story. What was a collection of ideas becomes an engaging video game experience. Ubi Soft s Tonic Trouble, which we ve followed for the last two years, has finally reached that sought-after state of grace. It s fun to play. The graphics are very cool. And even the



TONIC TROUBLE

music is just right. That s saying a lot for a game that, only a month ago, was struggling to look like a game at all. But the developers at Ubi Soft s Montr al studio knew that it would take time to get it right. We often hear gamers complaining about development delays, but in many cases the news of delays is the best news possible. If a developer takes the extra time to complete a game and do it right, that s better in the end for players. Many of the best games of all time have taken their time—GoldenEye 007, Banjo-Kazooie and The Legend of Zelda: Ocarina of Time. All of these games were delayed six months or more, but the result was a far superior game. Tonic Trouble, originally scheduled for the first half of 98, will benefit from Ubi Soft s foresight.

Penny Racers is on track

After several months of delay and tweaking by the development team at Takara for THQ, Penny Racers is ready for the road. This N64 racer adds several special elements to the Mario Kart-style mix, including winning and upgrading cars and building custom tracks. The nearly complete version received at Pak Watch shows a dramatic increase in speed and improved handling over earlier versions. Almost everything in the game can be customized, from the names of cars to the tracks themselves, and you can save all of that data on a Controller Pak.



VRally arrives

Infogrames VRally for the N64 has an updated engine, two new car teams, and twice the number of tracks found in the Playstation version. The game has been upgraded on almost every front, including strategic improvments in tracks and car handling made possible with the advice of world champion rally racers and course designers. The 40 tracks in eight setttings will take players from the cliffs of Corsica to the jungles of Indonesia where they will compete with other cars, the winding courses and the changing elements. Players



VRALLY



VRALLY

will choose from 11 cars representing the official rally teams of companies such as Ford, Toyota, Subaru, Peugot, Citroen and Hyundai. As you can see from the screen shots, the game looks very realistic and clean. Development is now in the final mile, with release scheduled for March.

More F-1 racing for the N64

Ubi Soft wanted to share some screen shots of its upcoming Monaco Grand Prix Racing, so who are we to argue. The game shows



MONACO GRAND PRIX RACING

very nicely with realistic car and background models. The details are so good that you can see tires bouncing off cars during a crash. Our contacts at Ubi say that Monaco is coming along at high speed and should be ready for release around March.

Deep sea fishing on Game Boy

Natsume heads out to sea with the latest fishing RPG for Game Boy, Legend of the Sea King. (So far, we haven t found any racing in the game.) Structured very much

COMING SOON

like last year's Legend of the River King, Sea King takes place on the seashore and in deep water in boats. Players will have to catch a wide variety of fish on an even wider variety of tackle and bait. As they move about, they'll have to fend off attacking creatures such as the



LEGEND OF THE SEA KING

dreaded sea cucumber. Sea King will also feature a Tamogotchi-like fish-in-a-tank mode for players who want a virtual pet. Although this game wasn't optimized for Game Boy Color, two new color versions of Natsume games have also arrived at Pak Watch. Legend of the River King and Harvest Moon for Game Boy have both received the color treatement and should be released by February. The games have no changes other than the inclusion of color palettes.

On the road again

We're running out of Pak Watch pages and the racers keep on coming. When will the madness end? Roadsters '99 from Titus, like all the other racing games covered this month in Pak Watch, will face a fast lane challenge when it arrives on store shelves in the first quarter of '99. Roadsters' claim to fame will be the cool, ragtop cars and special effects such as the rain and lens flares. Also, you'll actually see your driver when the top's down. The word from Roadsters' pit crew is that it's almost ready for its trial run.



ROADSTERS '99

Mario Party



Nintendo

Shadowgate 64



Kemco

Harvest Moon



Natsume

WCW Nitro

THQ

Penny Racers



THQ

Wario Land 2

Nintendo

PAK WATCH

RELEASE FORECAST

NINTENDO 64

AIR BOARDING USA	WINTER '99
BASS MASTERS CLASSIC	FUTURE
BEETLE ADVENTURE RACING	SPRING '99
BUST-A-MOVE 3	WINTER '99
CARMAGEDDON II	FUTURE
CASTLEVANIA	WINTER '99
EARTHBOUND 64	FUTURE
EARTHWORM JIM 3D	FUTURE
GT WORLD TOUR	SPRING '99
HARRIER 2000	FUTURE
HYBRID HEAVEN	FUTURE
JET FORCE GEMINI	FUTURE
JUNGLEBOTS	WINTER '99
LEGEND OF THE RIVER KING	WINTER '99
LEGEND OF THE SEA KING	WINTER '99
LEGO RACERS	FUTURE
LODE RUNNER 64	FUTURE
MICRO MACHINES V3	WINTER '99
O.D.T.	WINTER '99
OGRE BATTLE 3	FUTURE
PENNY RACERS	WINTER '99
PERFECT DARK	FUTURE
QUAKE II	SPRING '99
RAT ATTACK	FUTURE
RAYMAN 2	WINTER '99
ROADSTERS '99	WINTER '99
SHADOWGATE 64	WINTER '99
SHADOW MAN	SPRING '99
SNOWBOARD KIDS 2	WINTER '99
STARCRAFT	SUMMER '99
STARSHOT	WINTER '99
SUPERMAN	SUMMER '99
SURVIVOR: DAY ONE	WINTER '99
TONIC TROUBLE	WINTER '99
TWELVE TALES: CONKER 64	FUTURE
VIGILANTE 8	WINTER '99
VRALLY	WINTER '99
WCW NITRO	WINTER '99
WILD METAL COUNTRY	FUTURE
WINBACK	SPRING '99

GAME BOY COLOR

10 PIN ALLEY	WINTER '99
ARCADE HITS: 720 DEGREES	WINTER '99
ARCADE HITS: DEFENDER/JOUST	WINTER '99
ARCADE HITS: SPY HUNTER/MOON PATROL	WINTER '99
BUGS BUNNY CRAZY CASTLE 3	WINTER '99
CENTIPEDE	WINTER '99
CONKER'S POCKET TALES	WINTER '99
DÉJÀ VU 2	FUTURE
HARVEST MOON	WINTER '99
HEXCITE	WINTER '99
LEGEND OF THE RIVER KING	WINTER '99
LEGEND OF THE SEA KING	WINTER '99
NBA JAM '99	WINTER '99
PITFALL 3D	WINTER '99
POKéMON YELLOW	FUTURE
QUEST FANTASY CHALLENGE	WINTER '99
ROADSTERS '99	WINTER '99
SHADOWGATE CLASSIC	WINTER '99
SOUTH PARK	WINTER '99
SPAWN	WINTER '99
TOP GEAR POCKET†	WINTER '99
WARIO LAND II	WINTER '99
YODA STORIES	WINTER '99

* GAME BOY (B&W)
† GAME BOY COLOR ONLY

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 115 (Dec. '98): Star Wars: Rogue Squadron, The Legend of Zelda: Ocarina of Time Strategy Review-Part 2, Body Harvest-Part 2, NBA Live '99, Rush 2, Magical Tetris, Top Gear Overdrive, Virtual Pool 64, Golden Nugget 64, Quest for Camelot, BattleTanx Preview, Castlevania Preview, Game Boy Color Starting Lineup Special.

Volume 114 (Nov. '98): The Legend of Zelda: Ocarina of Time Strategy Review, Game Boy Color Special, Body Harvest, Glover, Buck Bumble, Rogue Squadron, S.C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Banjo-Kazooie Review Part 3, Superman Preview.

Volume 113 (Oct. '98): Turok 2, Silicon Valley, Twisted Edge, NFL Quarterback Club/Madden NFL '99, Bomberman Hero Part 3, WCW/nWo Revenge, European Development Special, Buck Bumble, Fighting Force, The Legend of Zelda: Ocarina of Time, Mulan, NASCAR '99.

Volume 112 (Sept. '98): F-Zero X, Gex 64, Bomberman Hero Part 2, Mission: Impossible, Cruis'n World, Blitz, Knife Edge, Deadly Arts, The Legend of Zelda: Ocarina of Time, Wipeout 64, NASCAR '99, WinBack.

Volume 111 (Aug. '98): Bomberman Hero Part 1, GT 64 Championship Edition, Waialae Country Club: True Golf Classics, F-1 World Grand Prix, Flying Dragon, ISS '98, WWF War Zone (GB), Turok 2 Preview, Gex 64 Preview, Special: Nintendo Power Online Update, Kobe Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

Volume 110 (July '98): WWF: War Zone, Banjo-Kazooie Review Part 2, Mortal Kombat 4, Chopper Attack, Harvest Moon (GB), Mission: Impossible, Mike Piazza's Strike Zone, Quest 64, Bust-A-Move 2, All-Star Baseball '99 (GB), F-Zero X Preview, Special: Nintendo Power Looks Back.

Volume 109 (June '98): Banjo-Kazooie, FIFA World Cup '98, Bio Freaks, All-Star Baseball '99, Forsaken 64, Offroad Challenge, Game Boy Camera, ISS Soccer (GB), Mortal Kombat 4, E3 '98 Report, World Grand Prix, Chopper Attack.

Volume 108 (May '98): Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie Preview, Pokémon Special, 1997 Nintendo Power Awards Results, Forsaken 64, Iggy's Reckin' Balls, Quake, Bomberman GB, Harvest Moon (GB), Brain Drain, Flying Dragon Preview, Offroad Challenge, Mickey Mouse Magic Wands!

Volume 107 (April '98): Kobe Bryant in NBA Courtside, Deadly Arts, Virtual Chess, Quake Review Part 2, 1080° Snowboarding, Wetrix, Mystical Ninja Starring Goemon (GB), Legend of the River King, MLB Featuring Ken Griffey Jr., N64 Player's Choice Games, Iggy's Reckin' Balls Preview, Game Boy Camera and Printer, Foolish April News Briefs.

Volume 106 (March '98): 1080° Snowboarding, Rampage, NHL Breakaway '98, Quake, Yoshi's Story Continued, NBA in the Zone '98, Wario Land II, Castlevania Legends, Bust-A-Move 2, Quest Preview, A First Look at Mission: Impossible, Nintendo Power Award Nominations.

Volume 105 (Feb. '98): WCW Vs. NWO: World Tour, Nagano Winter Olympics '98, Olympic Hockey Nagano'98, Yoshi's Story, Mystical Ninja Starring Goemon, Diddy Kong Racing Codes, Fighter's Destiny, AeroGauge, FIFA: The Road to the World Cup '98, James Bond 007, Maui Mallard in Cold Shadow (GB), Cruis'n World.

Volume 104 (Jan. '98): Yoshi's Story, WCW vs. NWO: World Tour, Snowboard Kids, Space World Report, Duke Nukem 64, Diddy Kong Racing, Jeopardy!, Fighter's Destiny, Turok:War of the Bionosaurs, The Fidgetts, The Lost World: Jurassic Park, Wetrix.

Volume 103 (Dec. '97): Diddy Kong Racing, Zelda 64: 100 Photos, Bomberman 64, Chameleon Twist, MK Mythologies, Wayne Gretzky 3-D Hockey '98, Automobili Lamborghini, Donkey Kong Land III: The Lost World, Wheel of Fortune.

Volume 102 (Nov. '97): Madden 64, NFL Quarterback Club '98, Diddy Kong Racing, San Francisco Rush, Duke Nukem 64, Clayfighter 63⅓, Top Gear Rally, Kirby's Dream Land 3, Donkey Kong Land III, Konami Close-Up, Diddy Kong Racing, Dual Heroes.

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Coming Next Issue...

Volume 117, February 1999



Nintendo's throwing a party, and you're invited! Mario and his friends have gathered to answer one of life's most enduring mysteries: Who is the true superstar of the Nintendo universe? And what better way to settle the matter than with a board game? RSVP early—don't miss out on the hottest shindig of 1999!



WCW NITRO



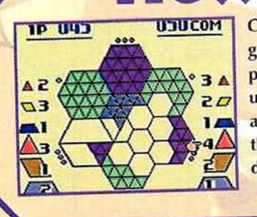
Who's king of the ring? You are when you step into the spotlight of WCW Nitro and duke it out with Diamond Dallas Page, Goldberg and other wrestling superstars. Clothesline the competition in this beefy brawler.

RAYMAN 2



Who needs arms and legs anyway? Rayman surely doesn't as he adventures in a wacky world where he'll have to water ski, beam ride and tame a barrel if he wants to save his skin.

Hexcite



Climb aboard the rhombus and get ready for a geometrical puzzler that won't let you off until you crack. Waves of triangles and other pointy shapes threaten you from all sides, so dust off your thinking cap.

N64

1. Aerofighters Assault
2. AeroGauge
3. All-Star Baseball '99
4. Automobili Lamborghini
5. Banjo-Kazooie
6. Battle Tanx
7. Bio Freaks
8. Blast Corps
9. Blitz
10. Body Harvest
11. Bomberman Hero
12. Bomberman 64
13. Buck Bumble
14. Bust-A-Move 2
15. Castlevania
16. Chameleon Twist
17. Charlie Blast's Territory
18. Chopper Attack
19. Clay Fighter 63 1/3
20. Cruis'n USA
21. Cruis'n World
22. Dark Rift
23. Deadly Arts
24. Diddy Kong Racing
25. Doom 64
26. Dual Heroes
27. Duke Nukem 3D
28. Extreme-G
29. Extreme-G 2
30. F-1 Pole Position 64
31. F-1 World Grand Prix
32. F-Zero X
33. FIFA 99
34. FIFA Road to World Cup '98
35. FIFA Soccer 64
36. Fighter's Destiny
37. Fighting Force 64
38. Flying Dragon
39. Forsaken
40. Fox Sports College Hoops '99
41. Gex 64: Enter the Gecko
42. Glover
43. Golden Nugget
44. GoldenEye 007
45. GT 64 Championship Edition
46. Hexen
47. Iggy's Reckin' Balls
48. International Superstar Soccer '98
49. International Superstar Soccer 64
50. Jeopardy!
51. Killer Instinct Gold
52. Knife Edge
53. Kobe Bryant in NBA Courtside
54. The Legend of Zelda: Ocarina of Time
55. Mace the Dark Age
56. Madden 99
57. Madden 64
58. Magical Tetris Challenge featuring Mickey
59. Mario Kart 64
60. Mike Piazza's Strike Zone
61. Milo's Astro Lanes
62. Mischief Makers
63. Mission: Impossible
64. MLB featuring Ken Griffey Jr
65. MLB Strike Zone '98
66. Mortal Kombat 4
67. Mortal Kombat Mythologies: Sub-Zero
68. Mortal Kombat Trilogy
69. Multi Racing Championship
70. Mystical Ninja Starring Goemon
71. Nagano Winter Olympics '98
72. NASCAR 99
73. NBA Hangtime
74. NBA in the Zone '98
75. NBA Jam 99
76. NBA Live 99
77. NFL Quarterback Club '98
78. NFL Quarterback Club '99
79. NHL Breakaway '98
80. NHL 99
81. NHLPA and NHL Present Gretzky's 3-D Hockey '98
82. Off Road Challenge
83. Olympic Hockey Nagano '98
84. PilotWings 64
85. Quake
86. Quest 64
87. Rampage World Tour
88. Robotron 64
89. Rush 2
90. San Francisco Rush: Extreme Racing
91. S.C.A.R.S.
92. Snowboard Kids
93. South Park
94. Space Station Silicon Valley
95. Star Fox 64
96. Star Soldier: Vanishing Earth
97. Star Wars: Rogue Squadron
98. Star Wars Shadows of the Empire
99. Super Mario 64
100. 1080° Snowboarding
101. Tetrisphere
102. Top Gear Overdrive
103. Top Gear Rally
104. Turok: Dinosaur Hunter
105. Turok 2: Seeds of Evil
106. Twisted Edge Snowboarding
107. Virtual Chess 64
108. Virtual Pool 64
109. Waialae Country Club: True Golf Classics
110. War Gods
111. Wave Race 64
112. Wayne Gretzky's 3-D Hockey
113. WCW/nWo Revenge
114. WCW Vs. nWo: World Tour
115. Wetrix
116. Wheel of Fortune
117. Wipeout 64
118. World Cup '98
119. WWF War Zone
120. Yoshi's Story

Super NES

121. Animaniacs
122. Bass Masters Classic Pro Edition
123. Breath of Fire II
124. Bust-A-Move
125. Castlevania Dracula X
126. Chrono Trigger
127. Donkey Kong Country
128. Donkey Kong Country 2
129. Donkey Kong Country 3
130. Doom
131. EarthBound
132. Earthworm Jim
133. Final Fantasy II
134. Final Fantasy III
135. Frogger
136. Harvest Moon
137. Illusion of Gaia
138. Ken Griffey Jr.'s Winning Run
139. Killer Instinct
140. Kirby Super Star
141. Kirby's Dream Course
142. The Legend of Zelda: A Link to the Past
143. The Lost Vikings II
144. Lufia II
145. Madden NFL '98
146. Mario Paint
147. Mega Man X
148. Mortal Kombat 3
149. NBA Hangtime
150. NBA Jam
151. NBA Live 98
152. NHL '98
153. Ogre Battle
154. Secret of Evermore
155. Secret of Mana
156. SimCity
157. Star Fox
158. Street Fighter Alpha 2
159. Super Mario All-Stars
160. Super Mario Kart
161. Super Mario RPG
162. Super Mario World 2: Yoshi's Island
163. Super Metroid
164. Super Punch-Out!!
165. Tetris Attack
166. WWF Raw
167. WWF WrestleMania: The Arcade Game

Game Boy

168. A Bug's Life
169. Black Bass Lure Fishing
170. Blitz
171. Bomberman GB
172. Bomberman Pocket
173. Brain Buster
174. The Bugs Bunny Crazy Castle 3
175. Bust-A-Move 2
176. Carrot Crazy
177. Castlevania Adventure
178. Castlevania Legends
179. Contra: The Alien Wars
180. Donkey Kong Land
181. Donkey Kong Land 2: Diddy's Kong Quest
182. Donkey Kong Land 3
183. Donkey Kong '94
184. Dr. Mario
185. FIFA Road to World Cup '98
186. Final Fantasy Adventure
187. Final Fantasy Legend
188. Final Fantasy Legend II
189. Final Fantasy Legend III
190. Frogger
191. Game & Watch Gallery
192. Game & Watch Gallery 2
193. Gex
194. Harvest Moon
195. International Superstar Soccer '98
196. James Bond 007
197. Ken Griffey Jr. Presents MLB
198. Killer Instinct
199. Kirby's Block Ball
200. Kirby's Dream Land
201. Kirby's Dream Land 2
202. Kirby's Pinball Land
203. Legend of the River King GB
204. The Legend of Zelda: Link's Awakening DX
205. The Lost World: Jurassic Park
206. Maui Mallard in Dark Shadow
207. Mega Man
208. Mega Man V
209. Men in Black
210. Metroid II: Return of Samus
211. Mickey Mouse: Magic Wand
212. Montezuma's Return
213. Mortal Kombat/Mortal Kombat II
214. Mortal Kombat 4
215. Ms. Pac-Man
216. Mulan
217. Mystical Ninja Starring Goemon
218. NBA Jam
219. Pac-Man
220. Pitfall
221. Pocket Bomberman
222. Pokémon
223. Power Quest
224. Quest for Camelot
225. Rugrats
226. Shadowgate Classics
227. Shanghai Pocket
228. Small Soldiers
229. Smurf's Nightmare
230. South Park
231. Super Breakout
232. Super Mario Land
233. Super Mario Land 2: 6 Golden Coins
234. Super Return of the Jedi
235. Superman
236. Tamagotchi
237. Tetris
238. Tetris Attack
239. Tetris DX
240. Tetris Plus
241. Turok: Battle of the Bionosaurs
242. Turok 2
243. Twouble
244. Wario Land: Super Mario Land 3
245. Wario Land II
246. WWF Raw

Upcoming Releases & Other Picks

247. Air Boarder USA (N64)
248. Andretti Racing (N64)
249. Arcade Hits: Defender/Joust (Game Boy)
250. Arcade Hits: 720 Degrees (Game Boy)
251. Arcade Hits: Spy Hunter/Moon Patrol (Game Boy)
252. Bass Masters Classic (N64)
253. Caesar's Palace (N64)
254. Carmageddon II: Carpocalypse Now (N64)
255. Centipede (Game Boy)
256. Command & Conquer (N64)
257. Conker's Pocket Tales (Game Boy)
258. Déjà Vu 2 (Game Boy)
259. Donkey Kong 64 (N64)
260. Dragon Storm (N64)
261. Duck Dodgers in the 23 1/2 Century (N64)
262. EarthBound 64 (N64)
263. Earthworm Jim 3-D (N64)
264. Elmo's ABC's (Game Boy)
265. Game Boy Camera & Printer
266. Game Boy Color
267. GT World Tour (N64)
268. Harrier 2000 (N64)
269. Harvest Moon (N64)
270. Hercules (N64)
271. Hexcite (Game Boy)
272. Hybrid Heaven (N64)
273. Hype: The Time Quest (N64)
274. Jet Force Gemini (N64)
275. Jungle Bots (N64)
276. Ken Griffey Jr. Baseball 2 (N64)
277. Ken Griffey Jr. Game Boy Color (Game Boy)
278. Las Vegas Cool Hand (Game Boy)
279. Lost Legion UX (N64)
280. Legend of the River King 64 (N64)
281. Lego Racers (N64)
282. Lode Runner 64 (N64)
283. Looney Tunes Racing (N64)
284. Looney Tunes Space Race (N64)
285. Mario Paint 64 (N64)
286. Mario Party (N64)
287. Micro Machines V3 (N64)
288. MLBPA Bottom of the 9th (N64)
289. Monaco Grand Prix Racing Simulation 2 (N64)
290. NBA Fastbreak (N64)
291. NBA in the Zone (Game Boy)
292. NBA Jam '99 (Game Boy)
293. Need for Speed (N64)
294. NHL Blades of Steel (Game Boy)
295. NHL Breakaway '99 (N64)
296. Nightmare Creatures (N64)
297. Nintendo 64 Disk Drive
298. Nuclear Strike (N64)
299. O.D.T. (N64)
300. Ogre Battle 3 (N64)
301. Penny Racers (N64)
302. Perfect Dark (N64)
303. Pocket Pikachu
304. Pokémon Stadium (N64)
305. Pokémon Yellow (Game Boy)
306. Power Battle (Game Boy)
307. Quake II (N64)
308. Rampage 2 (N64)
309. Rat Attack (N64)
310. Rats (Game Boy)
311. Rayman 2 (N64)
312. Re-Volt (N64)
313. Rev Limit (N64)
314. Road Rash (N64)
315. Robotech: Crystal Dreams (N64)
316. Roggats (N64)
317. San Francisco Rush (Game Boy)
318. Shadow Man (N64)
319. Shadowgate (N64)
320. Shadowgate Rising (N64)
321. SimCity (N64)
322. SimCopter (N64)
323. Smurfs (N64)
324. Space Circus (N64)
325. Spawn (Game Boy)
326. Starcraft (N64)
327. Super Light Boy
328. Super Mario RPG 2 (N64)
329. Super Mario 64 2 (N64)
330. Superman (N64)
331. Survivor: Day 1 (N64)
332. Tamagotchi (N64)
333. Taz Express (N64)
334. Titus Jr. (Game Boy)
335. Tonic Trouble (N64)
336. Top Gear Pocket (Game Boy)
337. Twelve Tales: Conker 64 (N64)
338. Ultra Descent (N64)
339. Ultra Soccer (N64)
340. Unreal (N64)
341. Vigilante 8 (N64)
342. V-Rally (Game Boy)
343. WCW Nitro (N64)
344. Wild Metal Country (N64)
345. Winback (N64)
346. WWF (Game Boy)
347. Xena (N64)
348. Yoda's Story (Game Boy)

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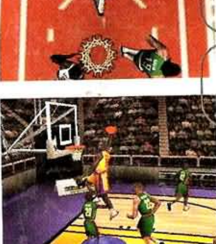
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Keith Van Horn
1997-98 Rookie Sensation











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